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STARDATE AUGUST 1985
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Computer GAMER

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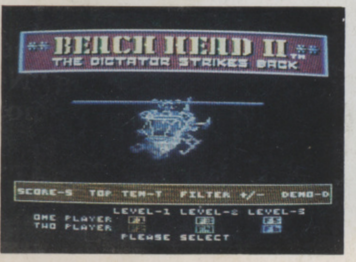
BEACH HEAD II
THE DICTATOR STRIKES BACK
SCORE-S TOP TEN-T FILTER +/- DEMO-D
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ONE PLAYER
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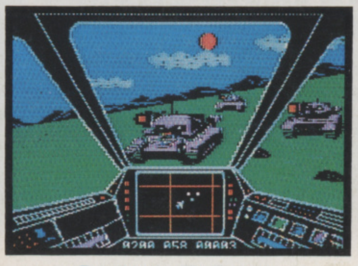
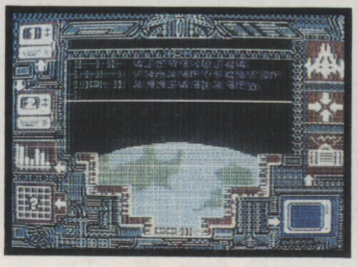
PLEASE SELECT

BEACH-HEAD II



SKY FOX



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Computer GAMER

Transmission 5 **Stardate** August 1985

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Computer Gamer is a monthly magazine appearing on the fourth Friday of each month.

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Eecaan's Transmissions

Greetings Earthlings,

Welcome to another action packed transmission of Computer Gamer. This the fifth transmission to reach you from the Master Gamers of Aargon, via Earthbase Argus, includes the latest news and reviews from the world of games.

We have an exclusive in depth review of Monolith's Quake Minus One which is a giant, real-time action game that is sure to dominate your charts.

Music fans everywhere will drool over our incredible first prize in the great Alligata Knockout Tournament. Its an amazing music centre incorporating a Compact Disc player and a cassette system that can play up to 10 hours of continuous music.

Finally beware of other so called games magazines that pretend to offer exclusive reviews of games already featured in Computer Gamer. For example, Hutchinsons excellent icon-driven adventure, The Fourth Protocol which was reviewed in depth in our third transmission, appeared as an "exclusive" on the cover of one such magazine one month later. and featured inside another.

Except no poor imitations, Computer Gamer is the magazine that no gamer can afford to miss.
Transmission ends.

Thunderbirds are go!

Firebird have just signed the license agreement that allows them to produce a computer game based on Gerry Anderson's Thurderbirds. The game is to be written by the "Booty" programmers and it should be released early next year.

A recent addition to Firebird's silver range is Runestone. This "landscapes" adventure, formally with Games Workshop was reviewed in depth last month.

Firebird are also planning a sequel to the truly awful "Don't Buy This" which was so bad that it justly deserved not one, but three black holes when it was reviewed last month. Working titles for the project are "Don't Buy This 2", "Don't Buy This Again" or "Don't Buy This Either".

I DIDN'T BUY....
DON'T BU
UY THIS

According to Firebird, development will continue until enough people tell them to stop it.

In the interest of public safety Gamer is doing everything possible to prevent such a disaster. If you'd like to help please send to us your reason why Firebird shouldn't release this game on a unsuspecting public.

Send your suggestions to

"We don't want to buy it, Firebird!",
Computer Gamer,
No. 1 Golden Square,
London W1R 3AB

The best suggestions will win a copy of Don't Buy This.

Exodus — "Arkies" Game of the year

Exodus Ultima III has recently won the converted American "Electronic Games Design Award" for being the game of the year.

Reviewed exclusively in the May transmission of Gamer, Exodus won the award for creating "one of the most distinctive playsystems in the computer software field".

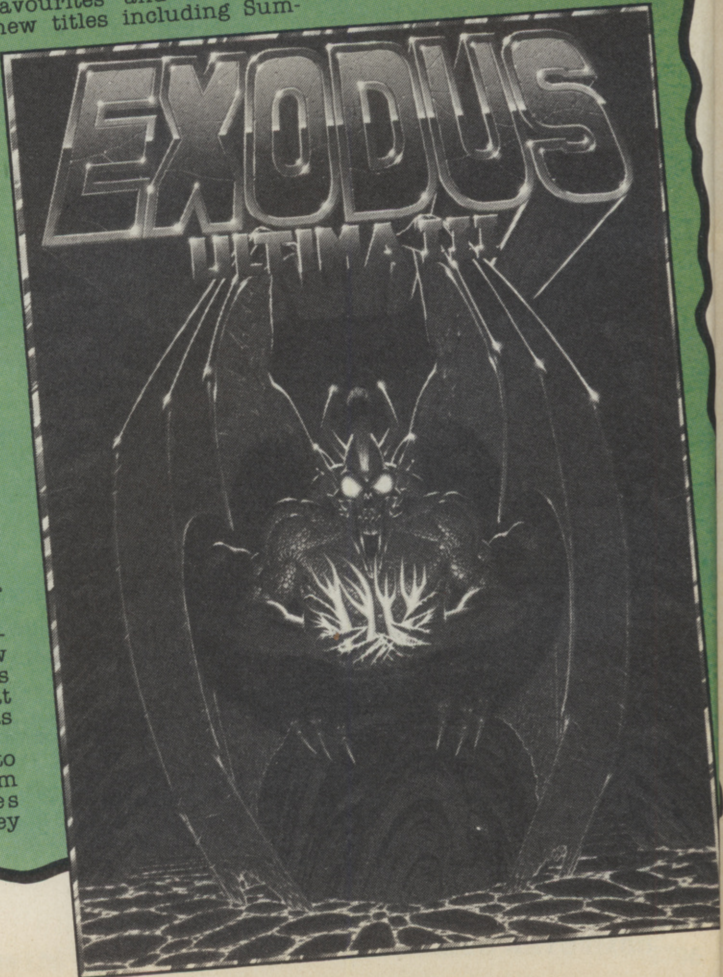
Unfortunately, US Gold, the UK distributors have only included in the package the game disk, the book of play and the games reference card omitting the map and additional booklets describing the spells available to the games clerics and mages. Since these will be vital to your success in the game, Computer Gamer will be publishing the vital missing material in our next transmission. This will make it essential reading for anyone considering buying this excellent game. Make sure you order your copy now!

This issue of Gamer includes an exclusive review of Blue Max 2001 which is the sequel to Blue Max that also picked up an Arkie as the best action game.

US Gold are soon to release titles from American companies Datasoft and Epyx. They recently acquired the UK rights for Epyx from CBS when the US parent company closed down the UK operation that marketed titles such as Impossible Mission and Pitstop II.

US Gold will be repackaging the old favourites and launching new titles including Summer Games II and Winter Games in December.

The Datasoft releases will include Pole Position II in which you can build your tracks, a fantasy roleplaying adventure called Alternate Reality and Goonies, the next Steven Spielberg film.



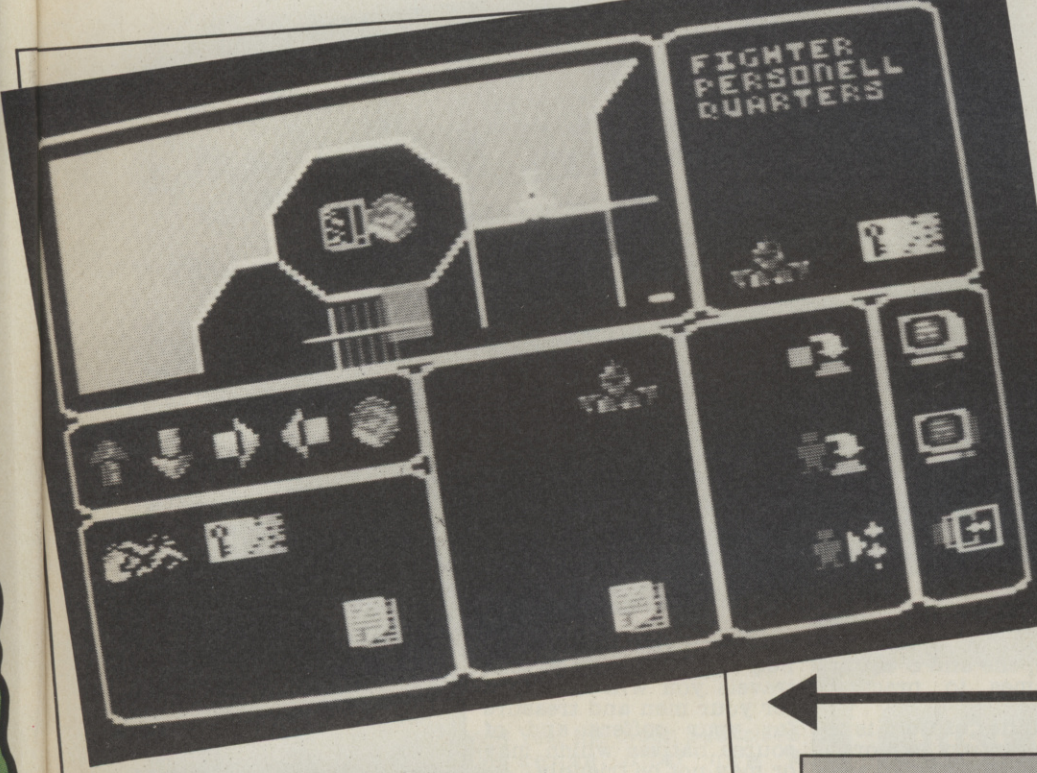
NEWS NEWS NEWS

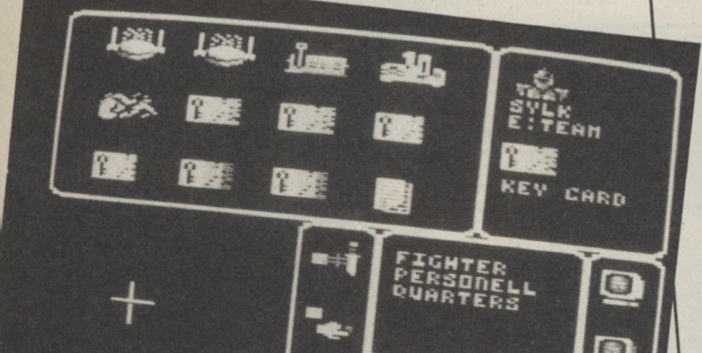
Lord of the Rings

The long awaited adventure series based on Tolkien's Lord of the Rings will be launched in the Autumn. The full adventure will be split into three parts each sold in a book tape package with the appropriate part of the story. The first pack based on "The Fellowship" will be previewed at the PCW show but won't be on sale till October.

Terrormolinos, the sequel to Hamstead is to be released at the end of August. It is written by the Hamstead programmers and will feature "saucy postcard" humour.

Melbourne House plan to release Mordens Quest and Mugsy's Revenge. Morden's quest is a text only adventure which has been written by the author of Classic adventure and will available for Spectrum, Amstrad and Commodore 64 computers.





Fine Tuning Shadowfire

If your playing Shadowfire and you find you always get zapped by Zoff's guards or think Severina is just too feeble then you could simply load in the tuner and change it.

The alternations that you make can be as major as you like since it gives you the facility to alter the position and strength of anyone or anything in the game.

For example you could reduce the power of a missile launcher to that of a peashooter or change it so much that you infact create a totally new scenario.

If all else fails you can use the tuner simply to map the enemy's ship.

The Shadowfire turner is to be released by Beyond in September.

Legend Lament

Remember The Great Space Race? Legend do.

A lot of people were very impressed with Valhalla, Legend's first product. However some people were a bit upset by 'The Great Space Race'. Legend also are upset by it and to show that they are not into coming people because they feel that "The Great Space Race failed to live up to many peoples' expectations" they are offering there latest release 'Komplex' at half price, £4.95 instead of the usual £9.95. To take adventage of this offer, owners of The Great Space Race should send the poster included in the package, and a cheque made payable to Legend, to PO Box 435 London E4 7LX. This will result in a copy of Komplex.

Komplex is intended to be the first in a series of three. Komplex City is the second in the series and is reckoned (by Legend) to be the first game with full colour, real time colour graphics, with no colour clashing.

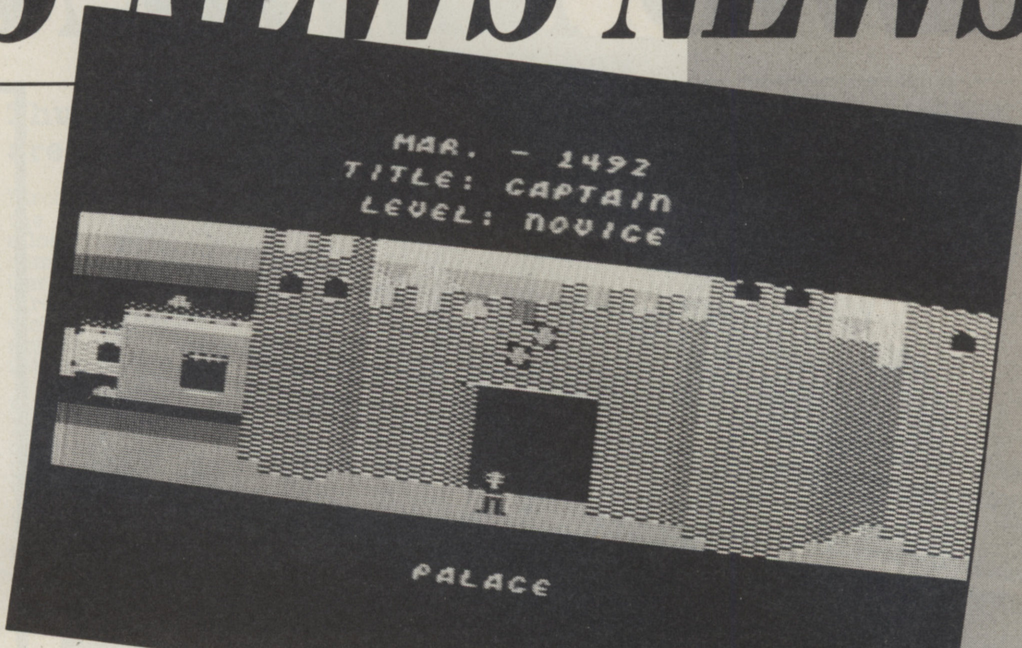
"The whole thing is like a 3D roller coaster" says John Peel of Legend, "this is a really good shoot-em-up, Komplex is the ultimate map making game. There is to be a follow up to Komplex City, I can't tell you much about it apart from that it has a 'K' in the name and that it will probably be a strategy game".

Komplex city should be in the shops now and Komplex 3 should be ready in time for Christmas.

After this Legend intend to produce a sequel to their best selling Valhalla — "This will be a 'computer movie' in the tradition of Valhalla, and will be in advance of current games now as Valhalla was when it came out."

"Valhalla is still selling, and it is surprising that a game of that complexity should be bug free, unless you count the 'KILL ME' command — but that's a bit silly anyway!".

NEWS NEWS NEWS



Ariolasoft's Disc Releases

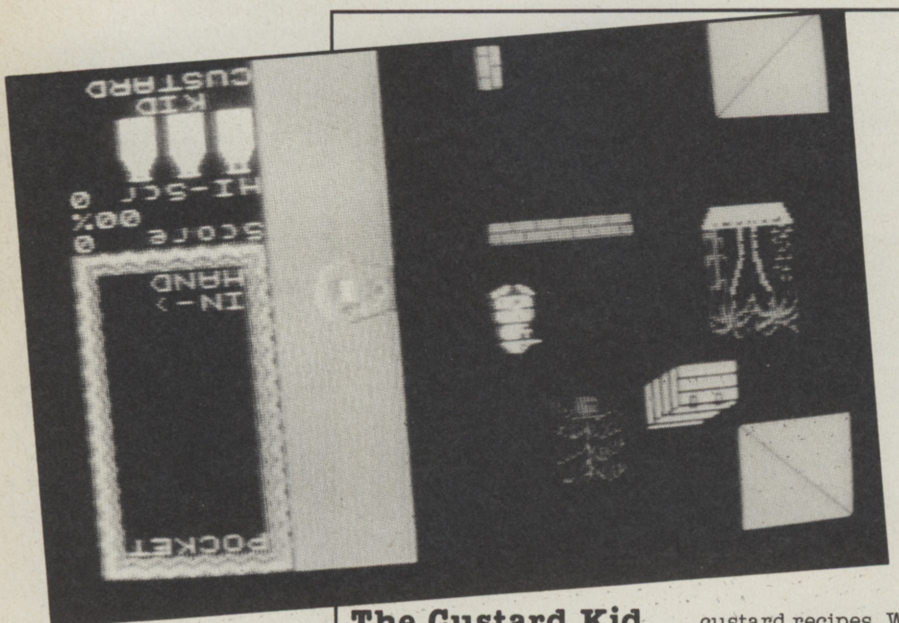
Ariolasoft are to release a series of disc only games for the Commodore 64 and Atari in mid August. All the titles are from the American software house Electronic Arts and are from their successful "Construction set" series.

Pinball Construction Set allows you to paint, magnify, wire and save over 24 different features including bumpers, chutes and flippers as you create your own pinball table. The package includes 5 ready made tables including one designed by Jeff Minter.

Music Construction Set helps you build 3 chord notes into your own musical creations.

Adventure Construction Set is a mamouth program that helps you design Exodus style adventures of a minimum size of 240 rooms, containing 500 creatures. The package includes 30 musical themes, a library of 500 prebuilt creatures, 13 types of magical spells and 8 ready made games to practice with.

Seven Cities of Gold is a sixteenth century exploration game which you are sent forth to discover the new world. During your travels you will find food for your men and treasure for your coffers and of course natives which may or may not be friendly.



The Custard Kid

The Custard Kid is a new arcade adventure to be released by New Generation for one to four players.

In the game the players, either working alone or together, break into a custard factory to steal 12 custard recipes. While searching they will have to avoid guards (who may be bribed) and the dreaded custard monsters that you might be able to turn into helpless jelly.

The Custard Kid will be released in September for the 48K Spectrum.

Four for the Plus Four

Good news for readers who own a Commodore plus four — and there must be one somewhere, mustn't there? Duckworth have released an adventure pack consisting of a disk with four different adventures and a copy of the Adventurer's Notebook.

The games include a version of the original Colossal Caves and the book, apart from giving a brief introduction to the history of adventure games, consists mainly of pages full of little boxes so that you can map your surroundings carefully. There is also space for you to make a list of commands which are understood by the program. The package costs £14.95.

"I strongly recommend this game"
Home Computing Weekly

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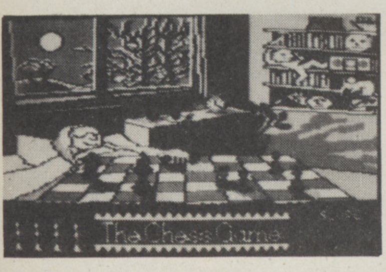

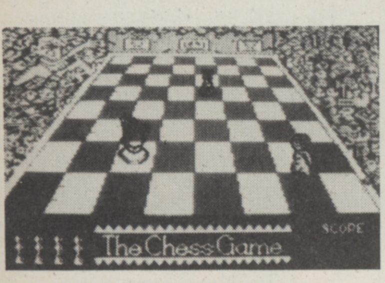

Yes, the much publicised sensational new 3 dimensional arcade adventure has finally arrived:

Successfully launched at The Commodore Show — The Chess Game was universally acclaimed to have the best 3D animation and the best 3D action ever!

Home Computing Weekly, the first magazine to review some of the best software at the show, gave The Chess Game, and only The Chess Game, a coveted 5 star rating — the highest rating possible.

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Price:	**£69.95**

I must admit that I was a bit skeptical when I first read the instructions for Voice Master — voice production through the TV speaker under software control? Never!

Well it does. The Unit is a small silver box with one or two knobs to twiddle, a small LED, and wires from the box to control port 2 and the headset. The box can also be connected to the audio/video socket on the back of the machine so that you can hear the sound through the headset speaker.

The headset is similar to those 'Walkman' type headphones, except that only one ear is covered. There is also a short tube coming from the earpiece to a small, foam covered, microphone that sits comfortably in front of your mouth.

All the leads are of a reasonable length and I didn't have any problems with snagging cables or having to rest my head on the keyboard. Two other cables are supplied to connect the unit to either the A/V socket as previously mentioned, or onto a standard Commodore monitor cable. Luckily my decidedly non-standard cable and monitor fitted nicely.

When everything is plugged in you can load up the software and start calibrating the device. Calibration involves shoving a small (supplied) piece of metal into a slot, tweaking this with the software provided, until the right number flashes on the screen. With this sorted out you can go onto the rest of the goodies supplied on this disk.

There are three things you can do with this unit — record and playback speech, speech recognition, and other things. The recording and playback system uses an extension to the resident Basic interpreter to work. Commands such as LEARN, SPEAK, RATE, and SPEED, govern the learning, talking, sampling rate, and speed that the words are spoken respectivly. The higher the sampling rate is, the higher the quality of the reproduced speech. Arguments after Learn and Speak refer to a set of 64 numbers that are the recorded or spoken phrases. Thus Learn 1 will record a word or phrase and Speak 1 will say the recorded word.

There are various other keyboards that deal with upkeep of the word lists and storage of words on disk and tape.

The speech recognition system is also driven via basic keywords. RECOG will activate a template of pre-recorded words and compare them to whatever is being spoken. Both the recognition system and the digitisation system can be in memory at one time for a fully flexable voice system.

The best thing is that to play back speech you don't need to have the box connected, it all comes out of the normal speaker using the SID chip. For recognition, however, you do need the little box to digitise the incoming speech.

There are various other things that you can do with the box and there is software to let you do it. The voice harp has featured heavily in Anirog's advertising. This is a system where you can whistle or hum a tune and notes are created for you. But don't expect to just whistle a merry tune and have it come out in the correct musical notation, it does need some work and skill to use, even still, it is an excellent piece of software and once you get used to it you can compose simple tunes.

Software for a speaking clock and a talking calculator is also on the disk, they are not very useful, but they answer the "yes, but what does it do dear?" question to astounded onlookers.

The manual is crudely presented, but the information provided in it is of an extememly high standard. I much prefer this type of manual to the highly glossy, but utterly useless type so often found in an otherwise excellent piece of equipment.

Nobody should have any difficulty with understanding the system, either for the occasional dabbler or the expert trying to create a HAL type talking and listening computer. I can safely say that this product surprised me thoroughly, and I am very pleased with it. The package is totally comprehensive and you can have your computer shouting at you in no time. If you want to experiment with speech and speech recognition then rush out and buy one.

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Commodore 64

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GALLUP CHART

Top 30

1	Soft Aid	Various
2	Spy Hunter	US Gold
3	World Series Baseball	Imagine
4	Shadowfire	Beyond Software
5	Knight Lore	Ultimate
6	Combat Lynx	Durell
7	Dambusters	Alligata
8	Bruce Lee	US Gold
9	Alien 8	Ultimate
10	Starion	Mebourne House
11	Everyone's A Wally	Mikro Gen
12	Daley Thompson's Decathlon	Ocean
13	Football Manager	Addictive Games
14	Gremlins	Adventure International
15	Pitstop 2	Epyx/US Gold
16	International Basketball	Commodore
17	Ghostbusters	Activision
18	Rocky Horror Show	CRL
19	Manic Miner	Software Projects
20	BMX Racers	Mastertronic
21	Raid Over Moscow	US Gold
22	Finders Keepers	Mastertronic
23	Cauldron	Palace
24	Moon Cresta	Incentive
25	Air Wolf	Elite
26	Theatre Europe	PSS
27	Impossible Mission	Epyx/US Gold
28	Starstrike 3D	Realtime Software
29	Death Star Interceptor	System 3
30	Mini Office	Database Publications

Commodore 64 Top 10

1	Soft Aid	Various
2	Dambusters	US Gold
3	Pitstop 2	Epyx/US Gold
4	International Basketball	Commodore
5	Cauldron	Palace Software
6	Shadowfire	Beyond Software
7	Theatre Europe	PSS
8	Impossible Mission	Epyx/US Gold
9	World Series Baseball	Imagine
10	Kik Start	Mastertronic

Compiled by Gallup for the industry's weekly trade magazine, Computer and Software Retailing. For details contact John Sorrenti, Computer and Software Retailing, Liberty House, 222 Regent Street, London W1R 7DB. 01-434 2131.

Spectrum Top 10

1	Soft Aid	Various
2	Spy Hunter	US Gold
3	World Series Football	Imagine
4	Starion	Melbourne House
5	Shadowfire	Beyond Software
6	Finders Keepers	Mastertronic
7	Bruce Lee	US Gold
8	Everyone's A Wally	Mikro Gen
9	Rocky Horror Show	CRL
10	Formula One Simulator	Mastertronic

BBC Top 10

1	Knight Lore	Ultimate
2	Revs	Acornsoft
3	Alien 8	Ultimate
4	Combat Lynx	Durell
5	Castle Quest	Micro Power
6	Elite	Acornsoft
7	Atic Atac	Ultimate
8	Emerald Isle	Level 9
9	Mini Office	Database Publications
10	Football Manager	Addictive Games

Amstrad Top 10

1	Knight Lore	Ultimate
2	Daley Thompson's Decathlon	Ocean
3	Ghostbusters	Activision
4	Starstrike 3D	Realtime Software
5	Alien 8	Ultimate
6	Combat Lynx	Durell
7	Mr Freeze	Firebird
8	Sorcery	Virgin
9	Fighter Pilot	Digital Integration
10	Minder	DK'tronics

Atari Top 10

1	Bruce Lee	US Gold
2	Decathlon	Activision
3	Pole Position	US Gold
4	Leggit	Imagine
5	Mr Do	
6	Beach Head	US Gold
7	Kissin Kousins	English Software
8	Drop Zone	US Gold
9	Atari Smash Hits	English Software
10	Conan	US Gold

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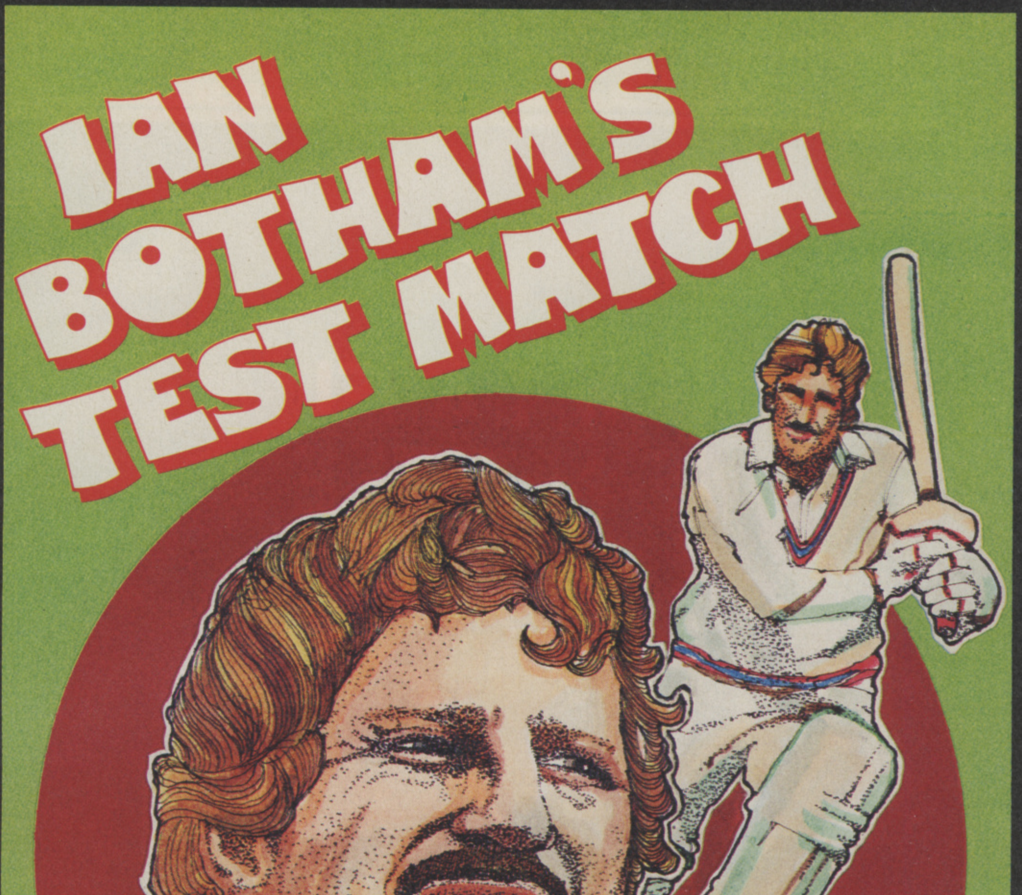
CBM64



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But enough of this, fill in the form get yourself an SAE, bung our address on the front of another and dig yourself up a stamp. Then you can see what it's all about.

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WHAT TYPE OF FILMS DO YOU WATCH? ....
....
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....

Computer Gamer Readers Club Token No.1
August 1985

Computer Gamer Readers Club Token No.2
August 1985

Computer Gamer Readers Club Token No.3
August 1985

Quake MINUS 1

Tony Hetherington takes an indepth look at Monolith's giant, real time, action game as tries to stop the Robot Liberation Front.

Introduction

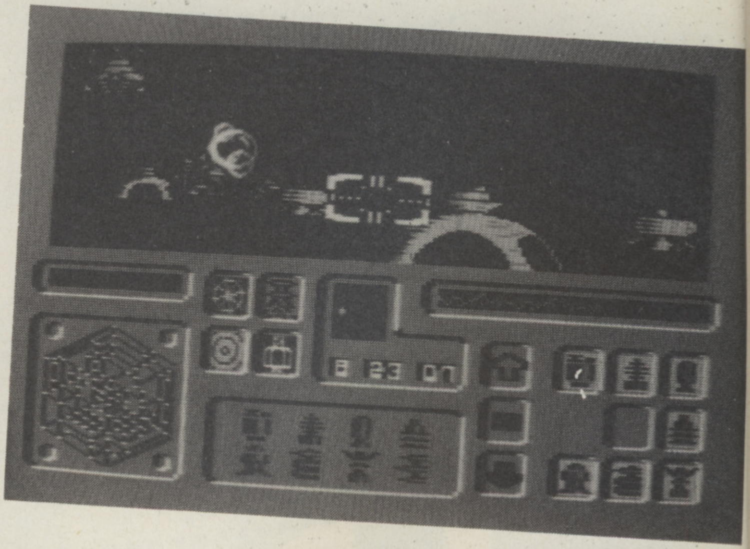
Deep below the surface of the Atlantic Ocean lies the Titan power complex. Once this was the source of mans energy, derived directly from the Earth's core. Now the Robot Liberation Front have siezed the complex turning it into a timebomb.

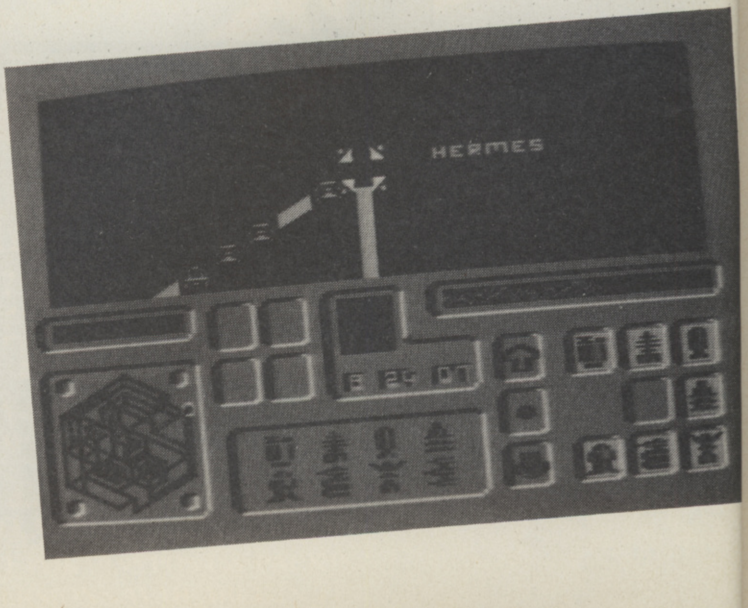
In ten hours the RLF will explode the complex causing a massive earthquake that will devastate the world's industrial nations. Your mission is to regain control of the complex, foil the plans of this lunatic terrorist organisation and generally save the world — again.

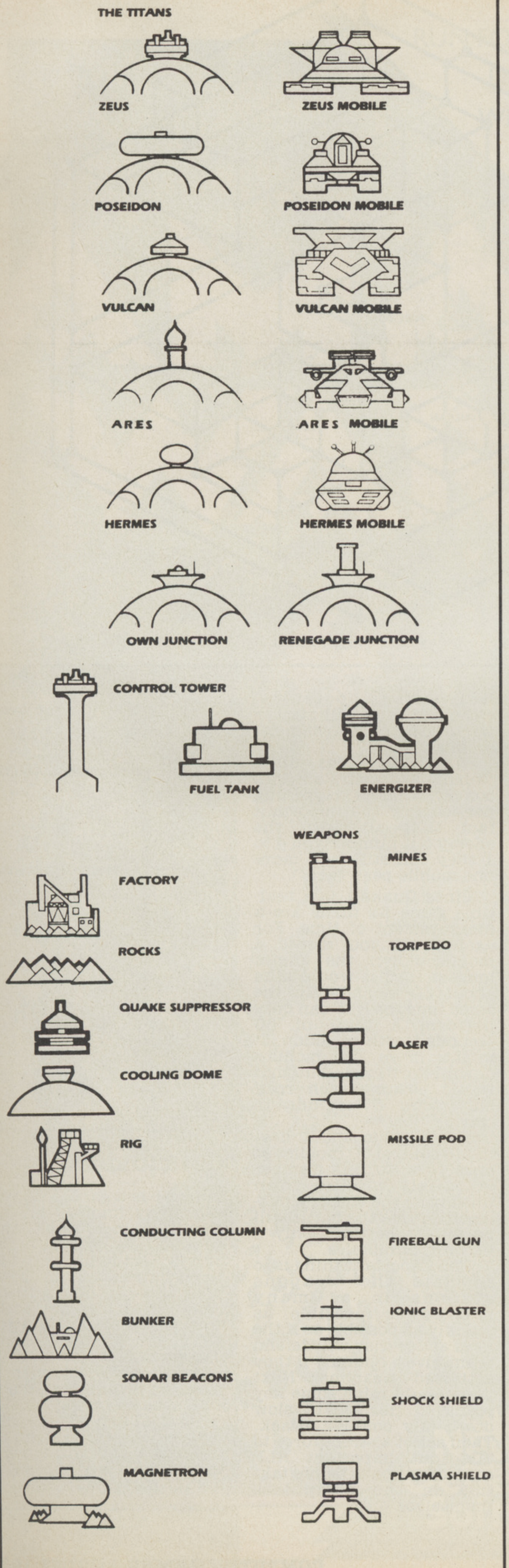
The games joystick controlled action takes place in the "streets" of the complex between the mobiles controlled by the five Titan computers. Unfortunately you only control one computer, Heimes, and its 50 mobiles which leaves you outnumbered 4 to 1 both in computers and mobiles.

The games view screen shows the view and instruments for just one of your mobiles. The 3D view down the "streets" is created by a technique called "actionscaping" that creates a landscape that your mobiles can charge through at breakneck speeds. The instrument panel includes fuel and energy levels, weapons status and a map of the complex. Each mobile as a unique number and selection of weapons systems which will be discussed later in the article.

However the ensuing battle isn't just between







mobiles, for along each road are a number of installations that are not only used for refuelling and mobile repair but also fight invading mobiles.

To the right of the screen is the ''keyboard'' which controls the various mobile functions aswell as calling up the map display that allows you to find your other mobiles and buy selecting one with the joystick passes control to another. Then the view screen changes to show the view and controls of that mobile.

Getting started

Your first few games of Quake-1 should be used for exploration as well as some target practice.

Activate the weapon systems of a handful of mobiles and start shooting up the ''streets''. This apart from being great fun will acclimatise you to the strengths and weaknesses of the games mobiles, installations and weapon systems.

The next stage is to map the complex. Not just the road network but the starting positions and strengths of your mobiles since they start each game in set positions.

Then its time to think about an attempt to stop the RLF.

The Titan Complex

The complex consists of a network of 157 roads, of various lengths, 5 computers controlling a total of 250 mobiles.

A road map of the complex is included in this article on which you can mark the opening positions of the mobiles and also to show some features of the complex.

The map was originally based on a spiders web but then altered so that it is a symetrical. The outcome of this is that there are areas of the complex with sparse long roads and other densely populated zones usually centering around the Titan computers. At the start of the game there is an average of two mobiles per road.

There are also numerous junctions connecting between 2 and 6 road sections with obvious consequences. For example, a 6 way junction is strategically important but difficult to defend since it can be attacked from those six directions.

The Titan Computers

The complex was controlled by five computers; Ares, Vulcan, Poseidon and Zeus now under renegade RLF control and Hermes.

Each computer had a specific function to perform which was carried out by its fleet of mobiles. Although the computers still perform their original programmed functions they now have disasterous effects. For example Ares (attack) and Poseidon (defence) now view you as the enemy and will attack or defend against your mobiles. Zeus, the command computer, now directs the renegrades strategy against you and uses its mobiles as reinforcements. Finally Vulcan which was previously the monitoring computer watches your every move looking for your attacks with it will counter attack and perhaps even surround and rout the attacking force.

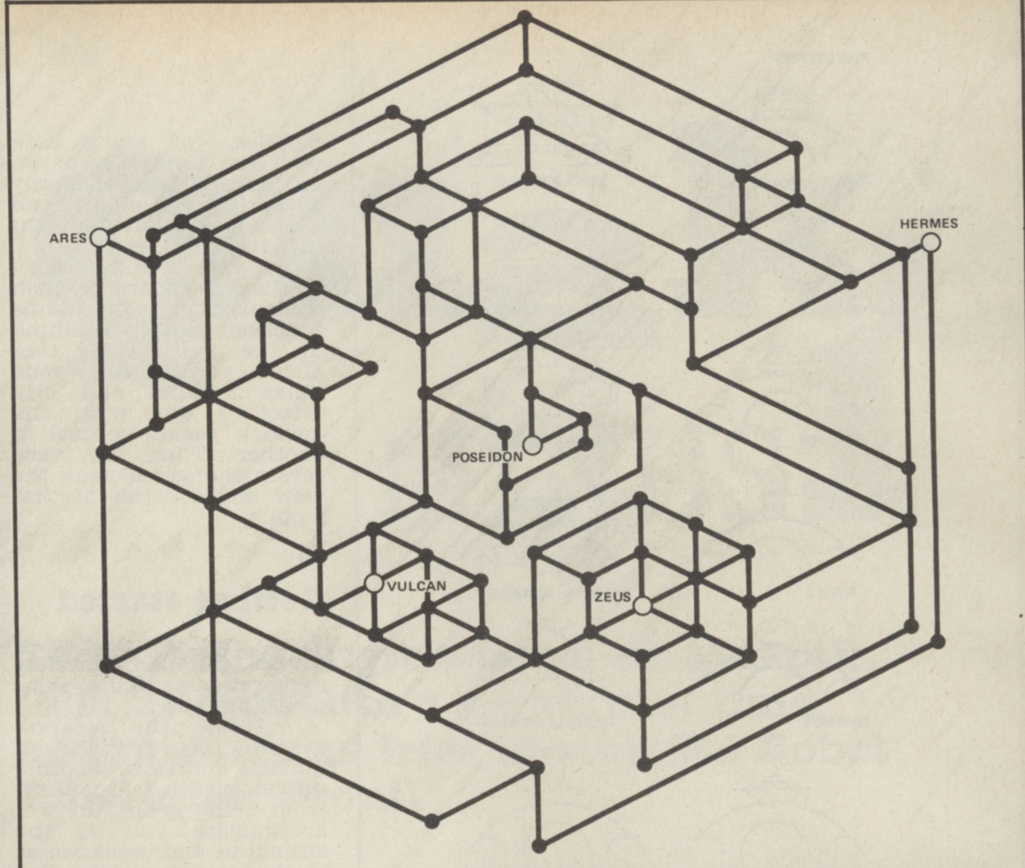
The Mobiles

Each mobile has a unique number and selection of the eight possible weapon systems. Consequently you will have some heavily armed strike mobiles, with some having as many as 7 systems although only one offensive and 2 defensive can be activated at any one time. The average armanent will be 3 or 4 weapons however you will see some with only 1 which will be best used as scouts or cannon fodder.

The offensive weapons incorporate mines that can be dropped on roads, torpedos for long range targets, ionic blasters to capture renegade computers and installations. Also in your arsenal are fireball guns, missile pods and lasers.

Two defence systems are available and are shock shield to defend against collision and impact weapons and plasma shields to deflect ionic blasts and fireballs.

It is important to remember that the enemy have the same available weaponry at their disposal so expect to come under fire.



QUAKE-1 ROAD MAP

Installations

Scattered along the length of each road are a number of installations that can have a marked effect on the game. They broadly divide into three groups, attack, defence and utilities.

The attack installations also have the same choice of the mobiles weapons systems so don't be caught out if you suddenly come under attack from an enemy bunker or rig.

The defence system consist of sonar beacons that warn of attack, magnetrons that sap your weapons energy and conducting columns that negate the effect of ionic blasters.

The utility installations are involved in the production of energy (remember it was a power station before it became a battlefield) and include fuel tanks and energisers to refuel your mobile or energize its weapons systems. Also factories to repair damaged mobiles, self-explanatory cooling domes and quake suppressors and a control tower that controls the other installations.

If you capture a control tower you gain control of the whole road including all of its installations which you can then use against the enemy. To do this you must zap it with an ionic blaster. However before you can do that you will have to take out perhaps other installations, for example a conducting column that would neutralise your blaster.

As there are strong mobiles and weak mobiles, there are strong and weak roads for it is not only the installations that are present its where they are placed. For example it would be difficult to attack a tower if it was surrounded by a conducting column and a magnetron since even firing a long range weapon (a torpedo) from a safe distance may have disasterous consequences. Such tactics may result in the accidental destruction of a quake suppressor which would reduce your 10 hours in which to complete your mission significantly.

Luckily the opposite is also true as a well placed cooling dome when hit could take out a rig or bunker with it, leaving the road clear for you. Therefore its well worth sending a few of your weaker mobiles on one way scouting trips to see the lie of the land.

It is important to practice the assault of roads as some don't have towers controlling them. Instead they have road junctions (that must be captured before you can pass through them) or Titan computers.

How to win

They key to defeating the RLF is the same as any other game. That is you must first know your enemy, discover is strength and weaknesses and avoid the strengths and exploit the weaknesses.

The RLF's weakest link lies in the control network of the Titan computers. If you manage to disrupt this then you have a big advantage that you may turn into victory.

The entire renegade threat is controlled by Zeus. Every "turn" Zeus examines the situation and decides whether to let Ares attack you or allow Posiedon to bolster up defences and so on. However if you destroy Zeus then they will lose this "logical" command and resort to a random system where each surviving computer has an equal chance to getting the "turn". Similarly taking out Ares will reduce the renegade RLF attack potential although Zeus will step in with its reinforcement mobiles.

While the idea of a "turn" is inaccurate it does convey what is happening particularly the important fact that although the enemy out number you 4 to 1 they can still only move one mobile per "turn".

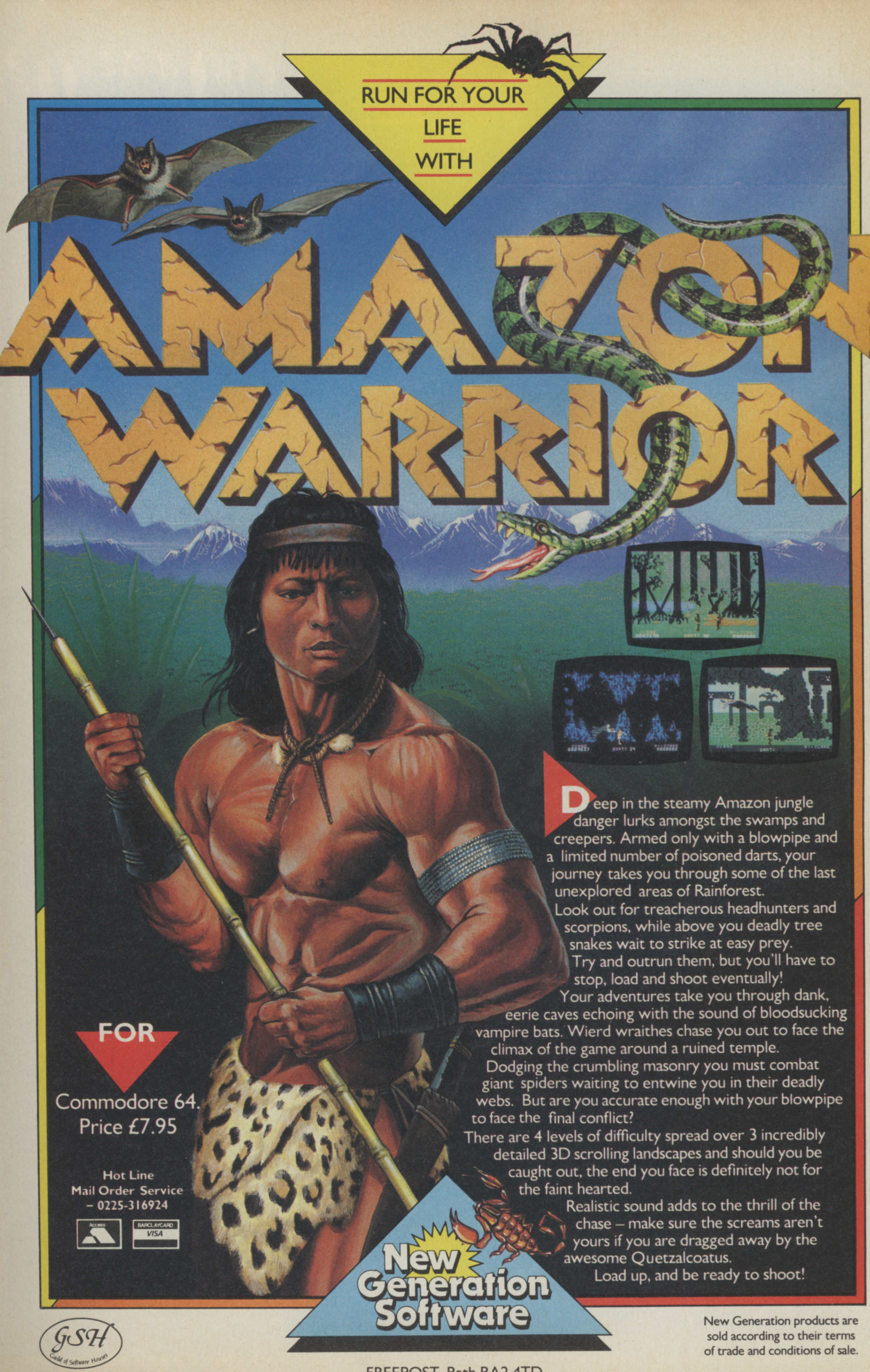
Since Quake-1 is a real-time game its turns are a measurement of time. For example if you moved a mobile down the games longest road it would take about 30 seconds. In the same time the RLF can only perform a total of 30 seconds worth of action. It might move 10 mobiles down short roads but that would assume each road only took 3 seconds to travel.

Don't panic about having to control 50 mobiles at once because this number is quickly whittled down until near the end of a successful game the battle will be fought between only a handful of mobiles.

The important thing is to activate the weapons systems in as many mobiles as possible as quickly as possible as if the need arises they will defend themselves, but only if they activated weapons. Next you should mine some key roads to Hermes to slow down any counter attack. Then select a strike force to take out important RLF controlled roads before taking on the computers themselves.

Conclusions

Quake-1 is a game that you can enjoy immediately by arming a single mobile and shooting anything that moves. Gradually you will learn more about the complex itself, your own resources and your enemies forces that will allow you to plan a campaign against the RLF to win back the Titan complex. The games graphics and accompanying music, titled the Titan March, help capture the atmosphere of the battle and will ensure that mobiles are kept moving for month's to come.



AMAZON WARRIOR

Deep in the steamy Amazon jungle danger lurks amongst the swamps and creepers. Armed only with a blowpipe and a limited number of poisoned darts, your journey takes you through some of the last unexplored areas of Rainforest.

Look out for treacherous headhunters and scorpions, while above you deadly tree snakes wait to strike at easy prey.

Try and outrun them, but you'll have to stop, load and shoot eventually!

Your adventures take you through dank, eerie caves echoing with the sound of bloodsucking vampire bats. Wierd wraithes chase you out to face the climax of the game around a ruined temple.

Dodging the crumbling masonry you must combat giant spiders waiting to entwine you in their deadly webs. But are you accurate enough with your blowpipe to face the final conflict?

There are 4 levels of difficulty spread over 3 incredibly detailed 3D scrolling landscapes and should you be caught out, the end you face is definitely not for the faint hearted.

Realistic sound adds to the thrill of the chase – make sure the screams aren't yours if you are dragged away by the awesome Quetzalcoatus.

Load up, and be ready to shoot!

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COIN-OP

Atari are bouncing back this month with a great new game called 'Paperboy', that and Marble Madness bring Atari back into the forefront of arcade design. Mike Roberts dragged Steve Phipps along to take pics.

Paperboy is the latest in a line of games from Atari, all of which have been of a high standard. The theme behind Paperboy is to deliver papers from your BMX bike. In America, delivering is throwing the paper at the door or mail box of the house concerned.

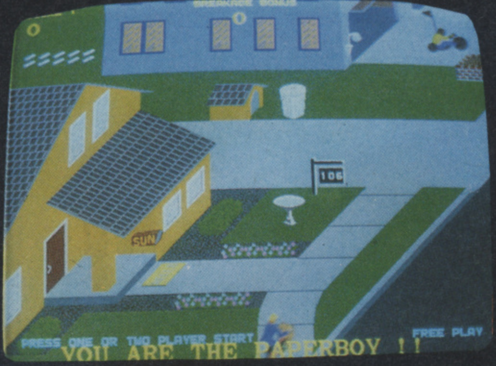
However, there is a bit of a twist. You are told who has subscriptions to the paper that you are delivering (called the Daily Sun, no connection with our esteemed Fleet St journal), and who has not. When somebody has a subscription to the mag then they have a welcome mat with 'SUN' written on it. Throwing your paper at the door or the mailbox results in a bonus.

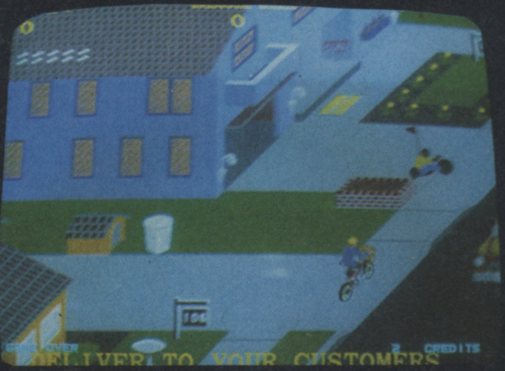
Houses that don't have subscriptions are generally dark and mysterious with rude messages on their door mats. With these houses you get a bonus for throwing papers through windows, doors, breaking statues etc. In fact, do as much vandalism as possible, but remember that you only have a limited supply of papers and need to visit various pick up points to get more. Remember don't smash windows at the expense of missing out on your subscribers.

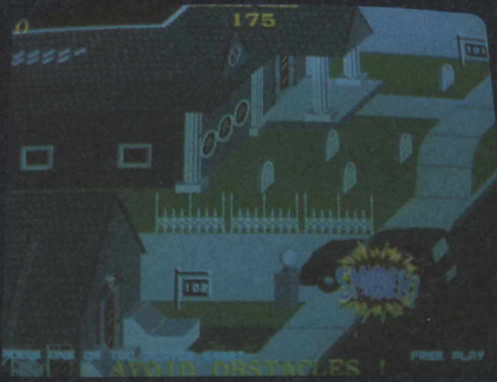
There are various obstacles to be avoided and shot with your papers, radio controlled cars, bikes, breakdancers, people fighting and digging the road.

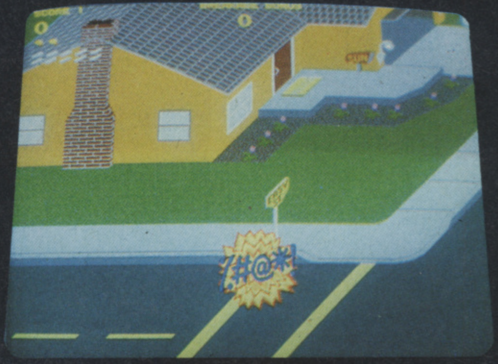
Also on your travels you may find other bonus givers that you will have to find the use of such as the piles of sand dug up from the road. If you jump these BMX style you can get a bonus.

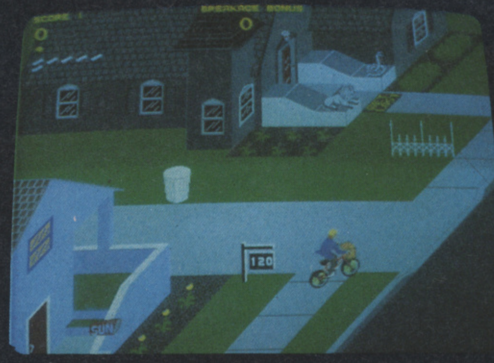
At the end of the street you enter the training course. This is like a BMX track with targets all over it. You must do the course and throw the papers at the targets. There are many obstacles including jumps overt streams and bridges.

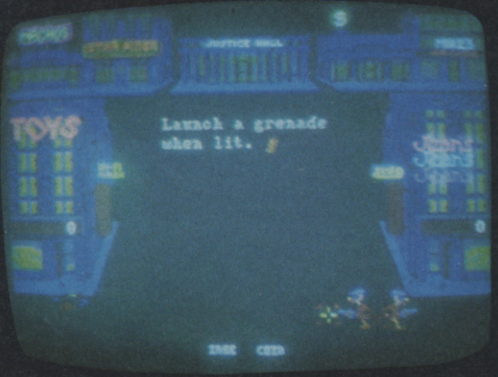












Paperboy

Turkey Shoot

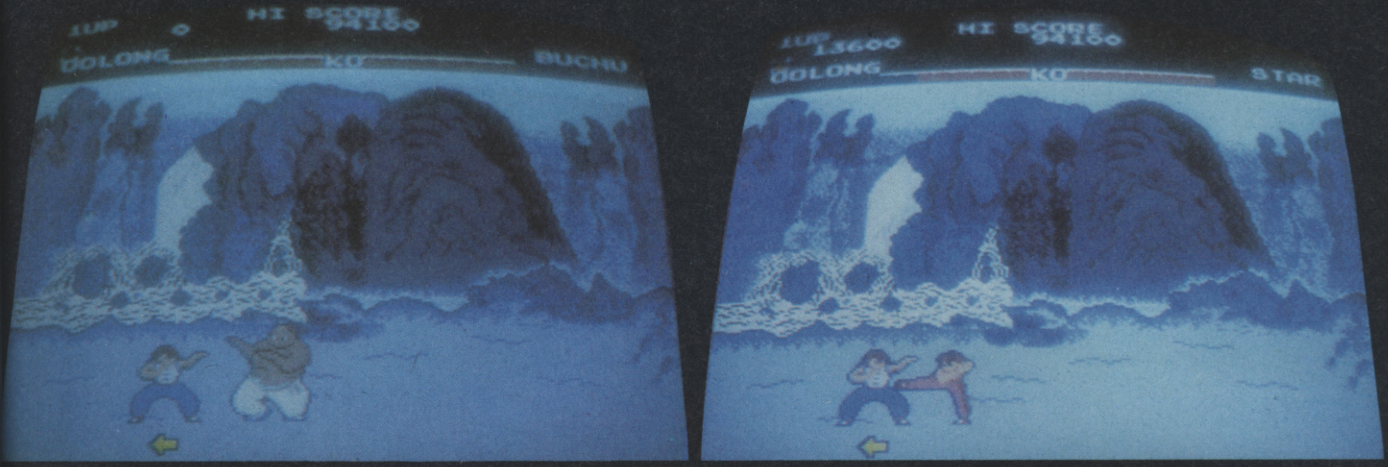
After that you have a report on your delivery on that day. Houses that you missed will cancel their subscriptions, and others will take them up. At the end a newspaper is put on the screen with headlines about how bad you are at delivering papers (well at least for me!).

The game is controlled by bicycle handlebars that turn for direction and push forwards and backwards for power or braking. This is a very good control method.

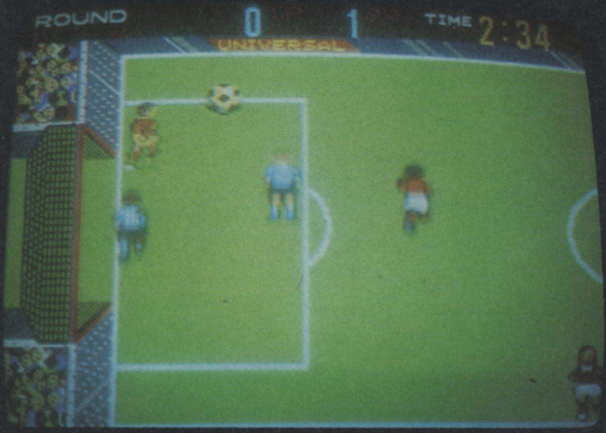
All in all this is one of the better games that I have seen, and the graphics are very good indeed.

Another game that has just appeared is very similar indeed to the Commodore 'International Soccer'. In International Football (!) you can have one or two players controlling two (on screen) players each plus one goalie. The problem with soccer games has been one person controlling a number of players. The usual solution for this is by the computer controlling most of the players and the human player only controlling one. This game gives each of the (human) players two joysticks. One joystick controlls one player and the other stick the other player. You can tell which is which because one of the players is White and the other is Black. The control method is rather odd as using the two

P CONNECTION


1UP 0 HI SCORE 94100
OOLONG KO BUCHU
1UP 13600 HI SCORE 94100
OOLONG KO STAR

Yie Ar Kung-Fu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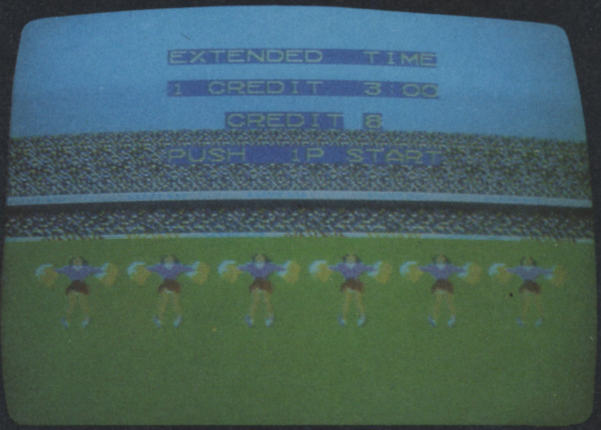
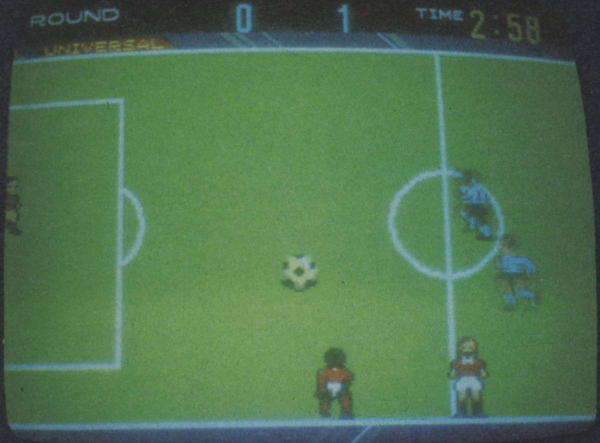
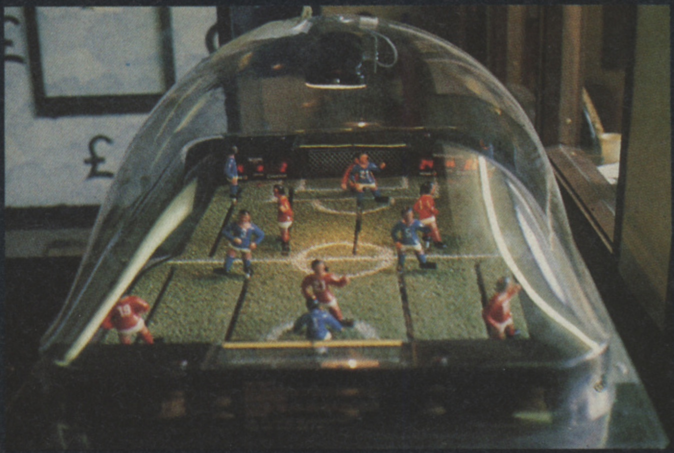
UNIVERSAL


EXTENDED TIME
1 CREDIT 3:00
CREDIT 8
PUSH 1P START


ROUND 0 1 TIME 2:58
UNIVERSAL

International Football



Kixx

joysticks independantly can be a bit confusing.

Fire buttons control the shooting and tackling of the ball and fouling. Gameplay is also very similar to the Commodore game although the graphics are a bit better and the players are much larger due to there being less of them. The pitch is of the horizontal scrolling type as seen on many of these games. As a two player game this can be very enjoyable to play, but as a one player game there is not the challenge there that a game like Paperboy or Commando can offer.

Kung-Fu games seem on their way out now. Konami however are producing a game called Yie Ar Kung-Fu, this is very similar to other martial arts games, but it is worth noting due to its genesis — it was originally written for the Japanese series of computers and was then converted to the arcades — in a similar manner to Pitfall that was covered some months ago.

Turkey shoot is a particularly odd game, if only from its storyline. The game has a great big gun on the front of the cabinet with a fire button and a grenade launcher. On screen turkeys dressed up like gangsters do various things and you have to shoot them, and they turn into roast turkeys! Good fun for everybody.

Table Football looks like staging a comeback with KIXX.

LED scoring, a cheering/booing crowd and Astroturf make this a good diversion from the small screen for a while. I wonder what other 'old' arcade games are to benifit from hi-tech?

Thanks to all at Deith Leisure for letting us use their machines (and cardboard boxes).

THE GREAT ALLIGATA KNOC

You could win a fabulous Compact Disc Player in our boxing challenge.

Computer Gramer and Alligata Software are offering you the chance to win a fantastic Mitsubishi CD player, but you'll have to fight for it.

We're looking for 8 contenders to fight for the main prize in a tournament based on Alligata's new boxing game, Knockout, at the Alligata stand at the PCW show in September.

If you'd like to be one of those contestants then simply answer the five easy multiple choice questions. Then all you have to do is think up a name for a Boxer which will be used as a tiebreaker. The name you select should be amusing and original and should describe your style of play. A few examples are included in the game, such as Slugger Sam and Bald Bully.

Send your entries with the completed from below to: Computer Gamer (Knockout),
No. 1 Golden Square,
London W1R 3AB.

Make sure your entry reaches us by August 26th and you may be invited down to Olympia in September where you could see the PCW show and even return home with a compact disc player.

The Questions

Examine the following multiple choice questions and when you think you know the answers write them in the spaces on the form below. Also in order to help the judges repeat your answers on the back of the envelope.

1) What colour are the corners of a boxing ring?
a) red
b) blue
c) red and blue
d) red, blue and white

2) Who floated like a butterfly and stung like a bee?
a) Joe Frazier
b) Muhammed Ali
c) Henry Cooper
d) Joe Bugner

3) Who did Barry McGuigan beat to become world champion?
a) Pedrosa
b) Perdraza
c) Perdo
d) Perno

4) How long does an 8 round boxing fight last?
a) 24 mins
b) 31 mins
c) 34½ mins
d) 38 mins

5) Which British boxer floored Muhammed Ali?
a) Alan Minter
b) Joe Bugner
c) Henry Cooper
d) Colin Jones

The Prizes

First prize is a fabulous Mitsubishi DP 107 Compact disc player plus a System 80 tape deck that can play up to seven cassettes continuously. The total price is worth over £750!

The CD player offers superb stereo sound void if any distortion caused by dust and dirt. The system uses a 3 beam laser that reads the disc to produce superb sound.

The system 80 tape deck allows the user to program up to ten hours of continuous music from any 7 audio cassettes. or if you only want a single track of a single tape then the system will find it for you.

Runnersup

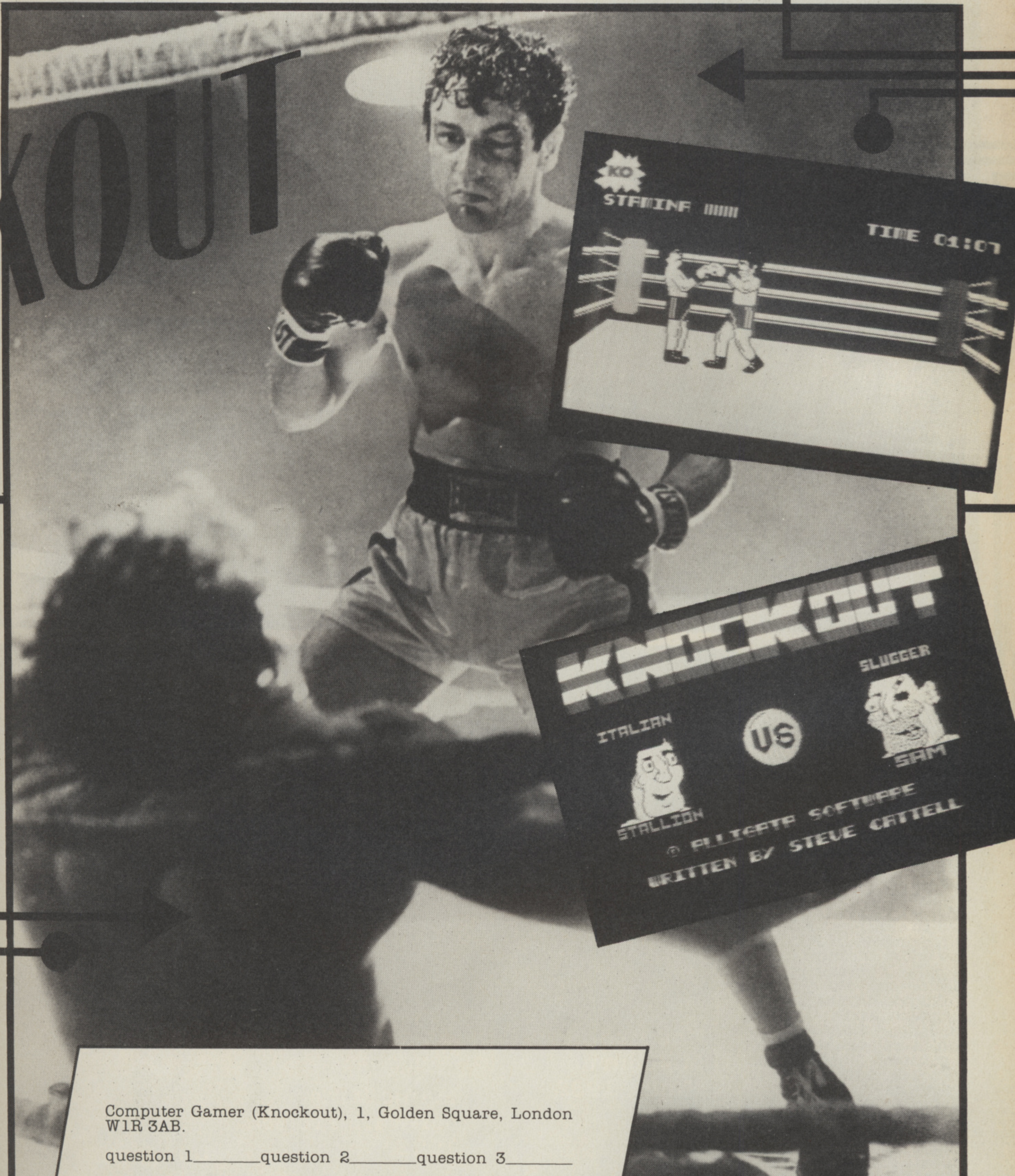
The other seven contestants won't leave empty handed as they will collect a goodies bag full of Alligata software.

25 copies of Match Fishing to be won!

As an added bonus Alligata are offering the chance to win a copy of Jack Charlton's Match Fishing. All you have to do to enter is count the number of fishy puns that you can find in the review of the game in this month's Gamer. Then simply write the number on the back of an envelope. Include inside the envelope your name and address and as a tiebreaker as many additional fish puns that you can think of.

Then send your entry to **Computer Gamer (Fishing), No 1 Golden Square, London W1R 3AB.** All entries should reach us by August 26th.

CKOUT


KO
STAMINA
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KNOCKOUT
SLUGGER
ITALIAN
VS
SAM
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WRITTEN BY STEVE CATTELL

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question 1________ question 2________ question 3________

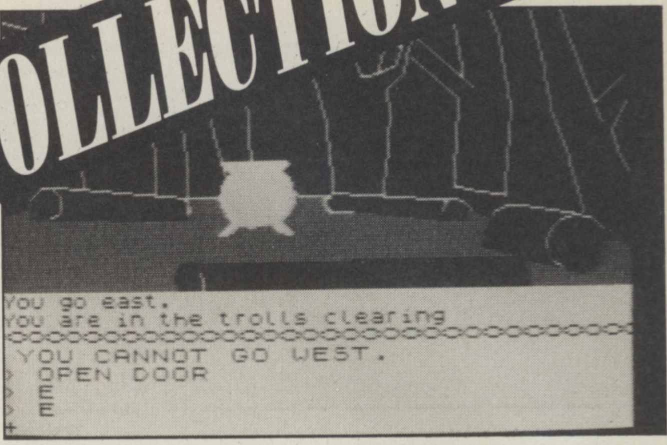
question 4________________ question 5________________

My boxers name is ______________________________

The access code to load side 2 is ____________________

Closing date August 26th.

THE SPECTRUM COLLECTION



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You go east.
You are in the trolls clearing
YOU CANNOT GO WEST.
> OPEN DOOR
> E
> E
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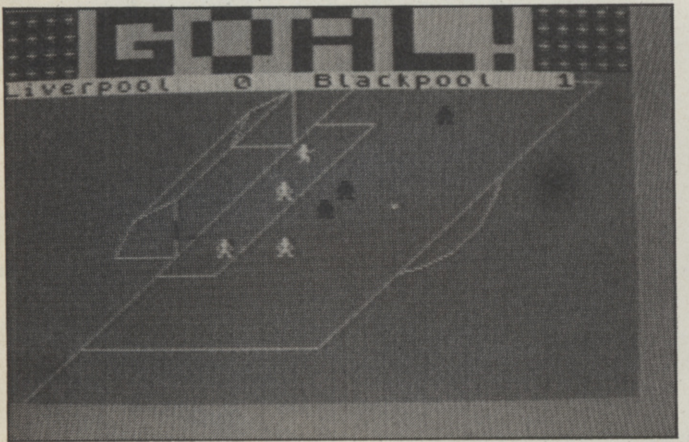
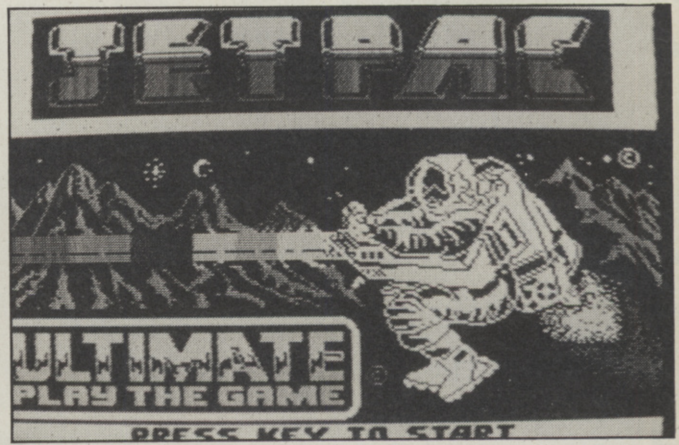
The Hobbit



Football Manager



Jetpac

The Sinclair Spectrum has been the focal point of the British software industry for over three years. Since the early "fruit machine" days the standard of games has increased immensely. Consequently this selection isn't just the games that I still play but it also forms a potted history of Spectrum software. The collection includes Football manager which although written entirely in Basic is still one of the most addictive games, knight Lore, a superb 3D arcade adventure, Match Point possibly the best Tennis game available on any computer and Beach-head which was one of the first American imports converted from the C64 for the Spectrum.

The collection also shows the variety of Spectrum software as it includes adventure, arcade, sports, strategy and wargames.

Football Manager Addictive Games 1982

Although written entirely in Basic, Football Manager is arguably the most addictive game ever. In it you play the manager of your favourite team having to cope with injuries and the transfer market as you strive for league and cup glory.

My neighbours still haven't recovered from the celebrations after I won the FA cup as a third division team!

The Hobbit Melbourne House 1982

Despite the fact that the Hobbit was one of the first Spectrum adventures, it set such a high standard, that it is still one of the best. Its mixture of graphics and informative text plot the adventures of Bilbo in his quest for the evil dragons gold. During the game you meet the elves, goblins and dwarves of Tolkiens classic novel and of course Gandalf, Gollum, Smaug and Thorin who is still singing about gold.

Tony Hetherington selects 15 classic games that all Spectrum owners should have.

Jetpac Ultimate 1982

Ultimates first game, Jetpac, is still the inspiration for other games. This fast action space shoot 'em up launched Ultimate as a major software house.

The game challenge its Jetpac powered players to collect fuel and treasure from alien worlds while blasting the attacking aliens with your "mega-powerful, Quad Photon Laser Phasers".

Manic Miner Software Projects 1983

Originally with the sadly defunct Bug Byte this classic platform game had many a player leaping from platform to platform while avoiding posioness pansies, spiders, slime and of course manic mining robots.

Luckily Miner Willy survived the ordeals to star in the games sequel, Jet Set Willy.

Atic Atac Ultimate 1983

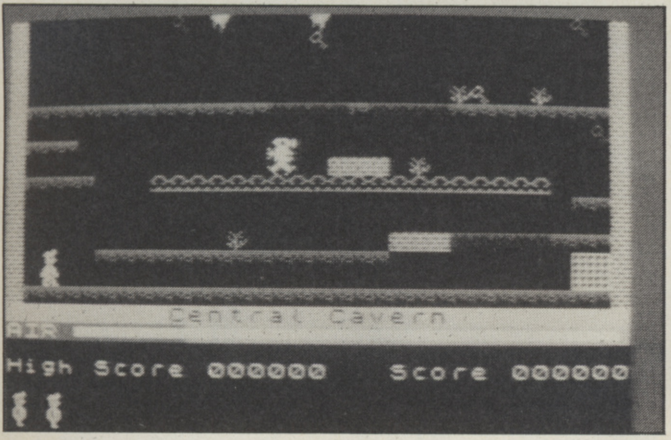
This was the first of the so called graphic adventures in which you were trapped in a castle full of ghosts, ghouls and monsters.

The game featured superb graphics of the rooms objects and monsters that populate the castle. Players could select to play either a Knight, Serf or Wizard, each with an unique weapon and movement abilities. A nice finishing touch was the players energy level that was displayed as a turkey which is gradually eaten.

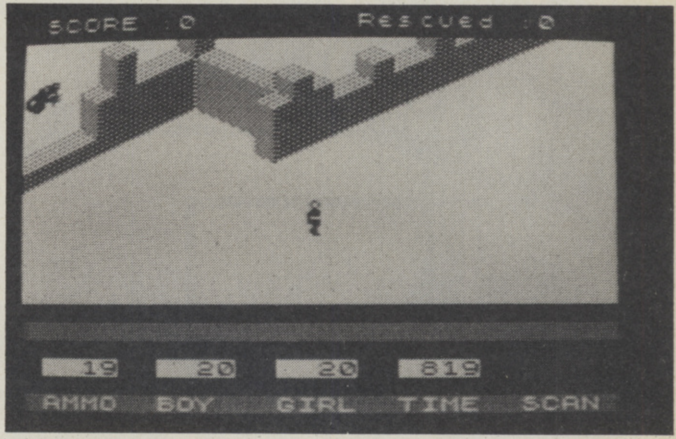
Dungeon Adventure Level 9 1983

Level 9 have consistantly defied the Spectrum's 48K limit by cramming in a series of superb text only adventures.

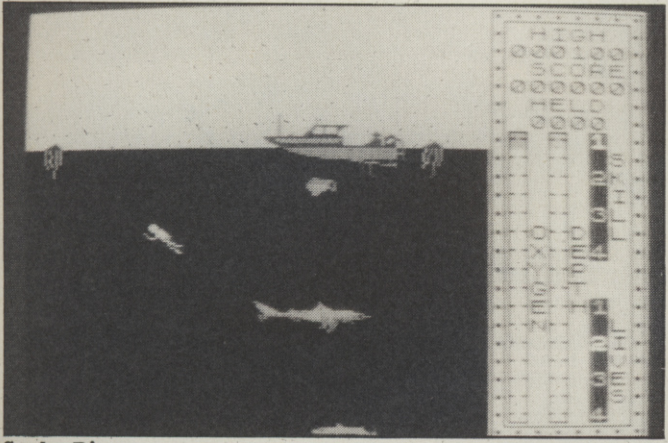
Dungeon Adventure, my favourite, is an excellent example of their use of



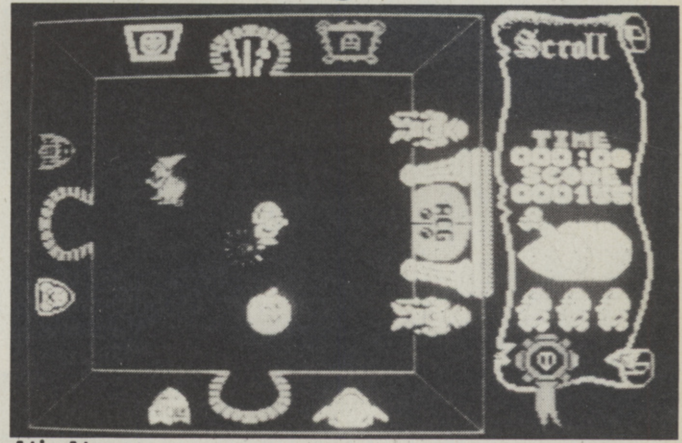
Manic Miner



Ant Attack



Scuba Dive



Atic Atac

compression techniques by which their adventures contain more descriptions, locations and traps than should be possible in the memory allowed and is why they are regarded as the British Infocom.

Computer Scrabble Psion 1983

Psion achieved the impossible with this computer version of Scrabble. The game featured between 1 and 4 computer players (drawing on a vocabulary of over 11000 words — in only 48K!) competing at four levels. With the highest level giving even seasoned scrabblers a challenging game.

Ant Attack Quicksilva 1983

Ant Attack introduced a new system called Softsolid 3D through which its players could explore the 3D walled city of Antescher.

Armed with only a handful of grenades the player had to find and rescue his other half from a city full of deadly ants.

Scuba Dive Durell Software 1983

In this unique game you had to explore the undersea depths in search of precious pearls. These lay on the sea bed or in deep underwater caverns guarded by octopuses.

You also have to avoid sharks and other maneating fish while keeping a careful check on your oxygen level which can be topped up from aqualungs found in caverns.

Bugaboo Quicksilva 1983

Written by Spanish authors Indescomp Bugaboo is a flea that has to hop and jump out of a cavern by leaping from ledge to ledge. The caverns landscape is wonderfully alien complete with strange flowers and curious rock formations. unfortunately for Bugaboo the cavern also contains a hungary dragon that snaps up careless fleas.

Match point Psion 1984

This is the best Spectrum sports simulation as well as being the best tennis game that I've played on any machine.

Either two players can battle it out or one can be beaten by the computer at three different levels.

The action is accompanied by a crowd that follows every ball, an umpire and ball boys.

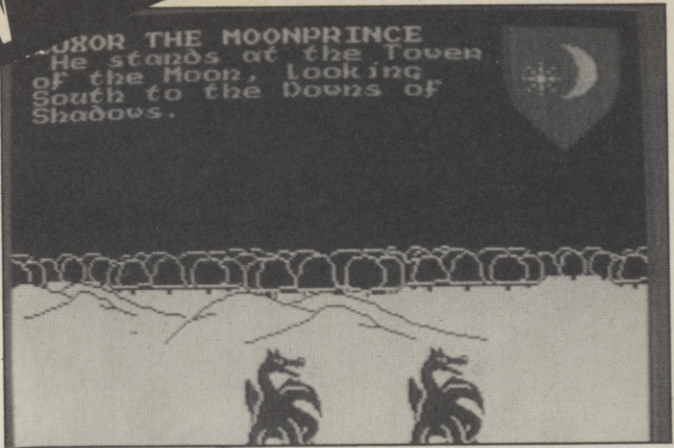
Codename Mat Micromega 1984

Inspired by the classic Atari game Star Raiders, Codename Mat is a fast action 3D space game in which you must defend the galaxy from the attacking Myons.

Luckily your ship is equipped with long and short range scanners, shields, battle computer and lasers that should be fully armed as you warp into battle.

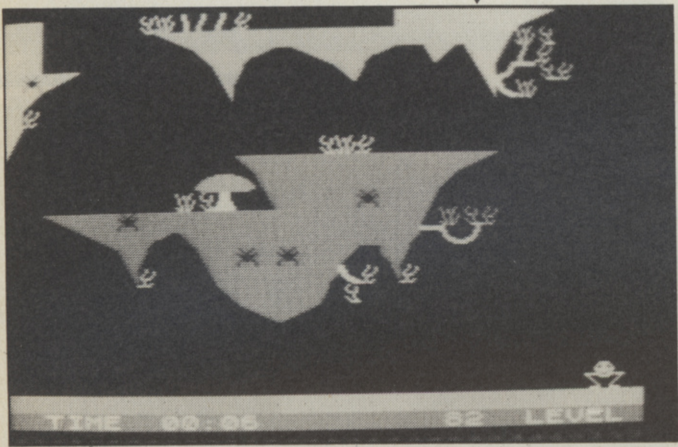
Three types of attacking Myon ships await you but should you be hit you can dock and be repaired by any planet not yet under Myon control.

THE SPECTRUM COLLECTION

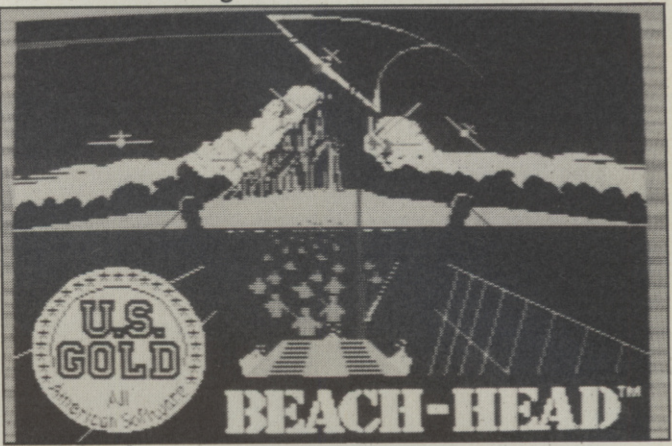


LUXOR THE MOONPRINCE
He stands at the Tower of the Moon, looking South to the Downs of Shadows.

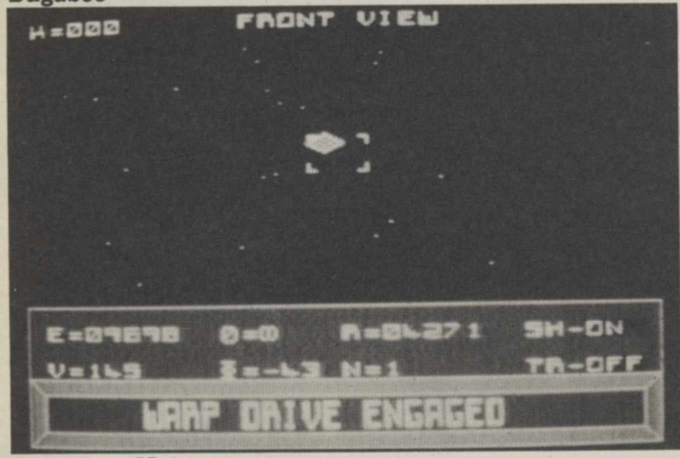
The Lords of Midnight



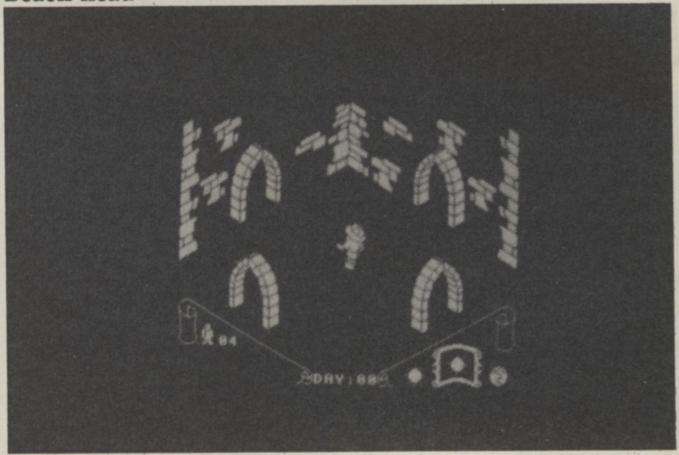
Bugaboo



Beach-head



Codename Mat



Knight Lore

The Lords of Midnight Beyond 1984

Described as an epic game, Midnight used the landscaping technique to become the first game to have 32,000 views. The view illustrated the land of Midnight where the evil Witchking rules. Your mission in the game is by controlling four characters raise and command armies to do battle with the evil forces of Doomdark. Meanwhile your fourth character Morkin must travel alone to find and destroy the Ice Crown.

Midnight is the first of a trilogy of games. The second, Doomdarks Revenge was released the third part. The Eye of the Moon is to be released in September.

Beach-Head US Gold 1984

Five linked war games form one of the best arcade conversions for the Spectrum.

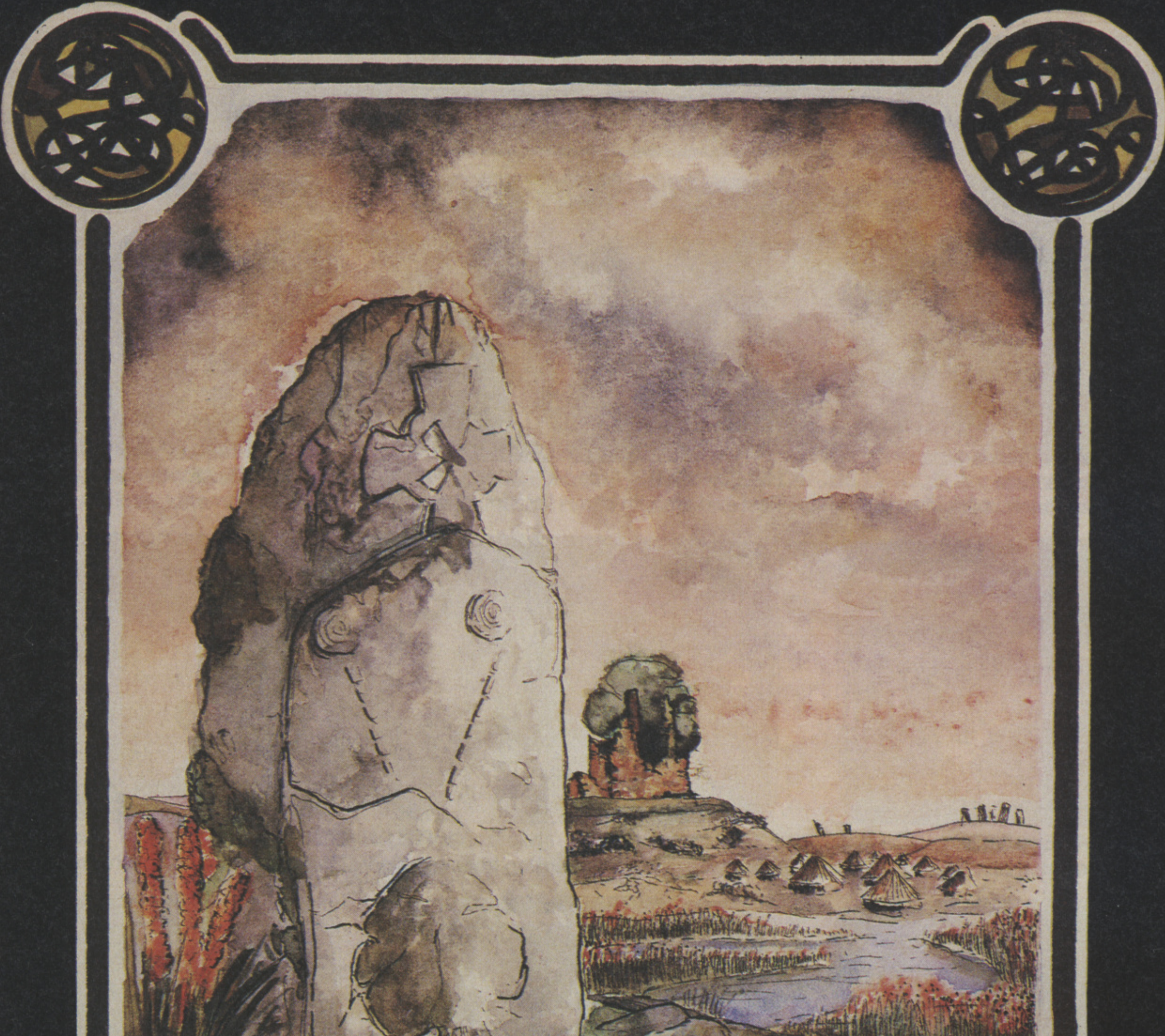
Originally written for the C64 the Spectrum version kept its gameplay to become a classic Spectrum game. To succeed in your mission to destroy the fortress of Kuhn-lin you will have to guide your fleet through a minefield, shoot down attacking aircraft, sink enemy warships, guide your tanks up the beach before taking out the enemy gun positions.

Knight Lore Ultimate 1984

This the third Ultimate game in this collection shows how they pushed the Spectrum to its limits.

Knight Lore is a true 3D arcade adventure in which our hero must find the ingredients to a brew that will cure his problem — lycanthropy. While being in his werewolf phases can have its advantages (he can run faster and jump further) he triggers more of the fiendish traps and is attacked by more of the creatures.

Knight Lore feature superb 3D rooms and animated figures created by Ultimate's filmation technique which is only now being converted for other machines.



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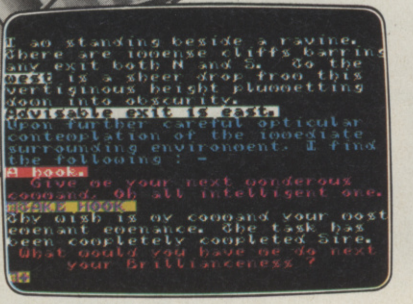
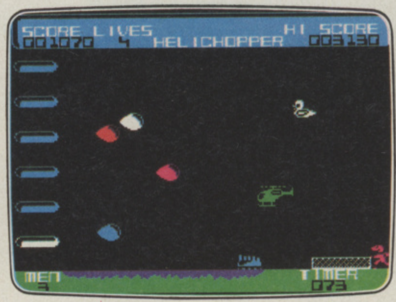
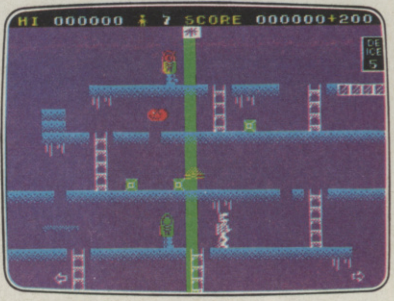


```
I am standing beside a ravine.
There are immense cliffs barring
any exit both N and S.  To the
west is a sheer drop from this
vertiginous height plummetting
down into obscurity.
Advisable exit is east.
Upon further careful opticular
contemplation of the immediate
surrounding environment. I find
the following : -
A hook.
  Give me your next wonderous
command, oh all intelligent one.
TAKE HOOK
Thy wish is my command your most
eminant eminance. The task has
been completely completed Sire.
 What would you have me do next
      your Brilliancenesss ?
```

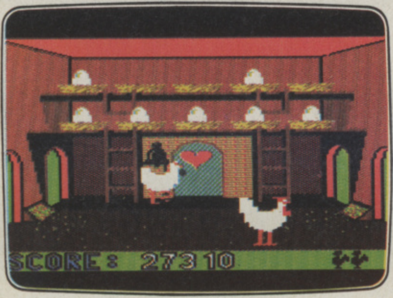
THE HELM Adventure
An amusing, stylish text adventure


SCORE LIVES HELICHOPPER HI SCORE
001070 4 003150
MEN
TIMER
073

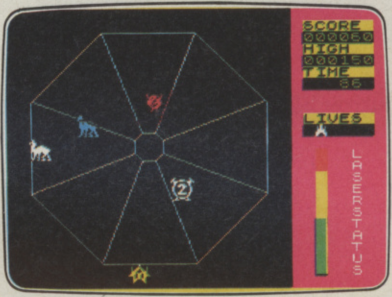
HELICHOPPER Arcade
Fast and smooth multi-screen action


HI 000000 7 SCORE 000000+200

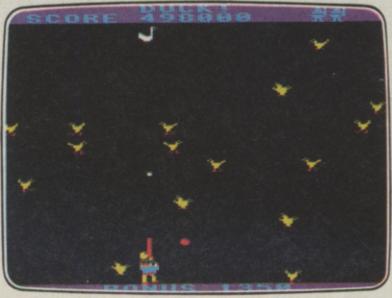
MR FREEZE Arcade/Strategy
Six compartments, each tougher to de-ice


SCORE: 27310

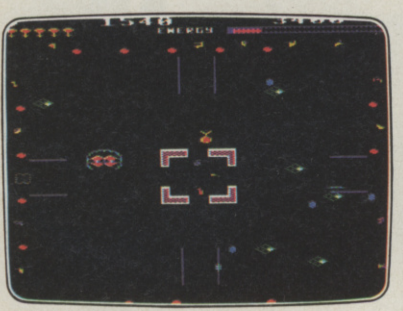
CHICKIN CHASE Arcade
Ruling the roost can be a hard life


SCORE
000060
HIGH
000150
TIME
86
LIVES
LASER STATUS

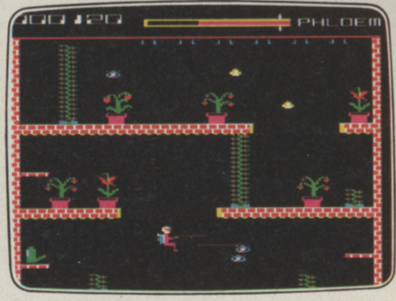
EXODUS Arcade
Strange creatures emerging from the pits



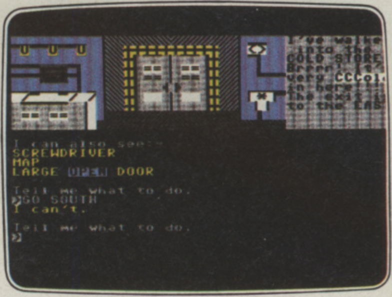
DUCK! Arcade
Comedy and music in this novel duck shoot



ESTRA Arcade
Recover the sacred statue of Estra the Snake God



MICROCOSM Arcade
Addictive and challenging multi-level arcade action



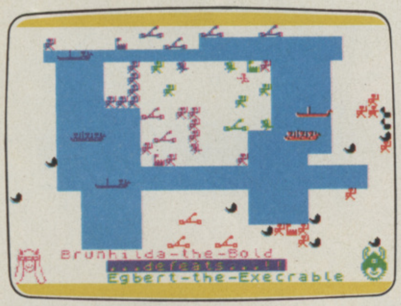
```
I've walke
 into the
COLD STORE
Brrrr! It'
very CCCol
in here!!
The exit i
to the EAS

I can also see:-
SCREWDRIVER
MAP
LARGE OPEN DOOR

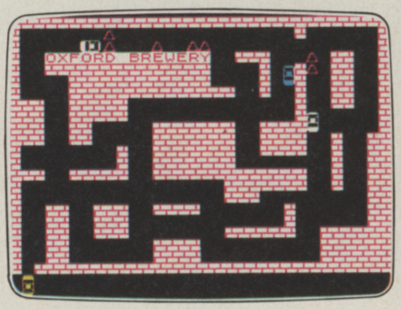
Tell me what to do.
>GO SOUTH
I can't.

Tell me what to do.
>
```

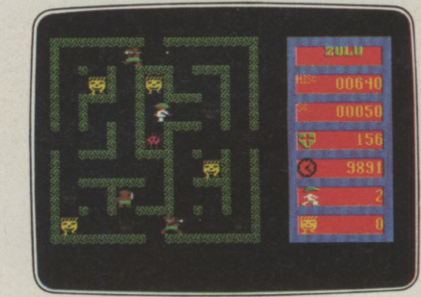
SUBSUNK Adventure with Graphics
Trapped on the sea bed in a scuppered submarine


Brunhilda-the-Bold
defeats
Egbert-the-Execrable

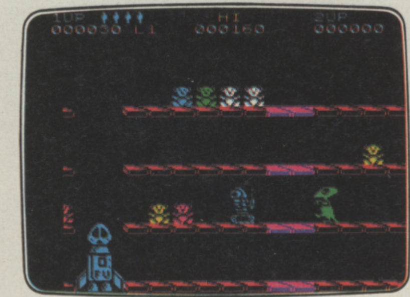
VIKING RAIDERS War Game
A test of strategy against the computer or friends


OXFORD BREWERY

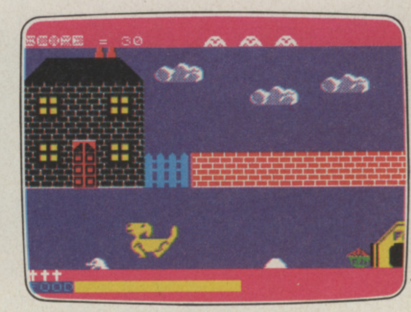
RUN BABY RUN Arcade
Multi-car cop chase and shoot-out


ZULU
00640
00050
156
9891
2
0

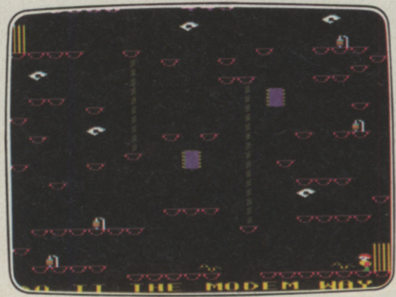
ZULU Arcade
100 golden masks hidden in a magic maze


1UP HI 2UP
000050 L1 000150 000000

DON'T PANIC Arcade/Strategy
Amusing and challenging, a game with a difference



DON'T BUY THIS! Compilation
Five of the worst games you have ever seen


THE MODEM WAY

THE HACKER Arcade/Strategy
Terminal to modem, telephone network to mainframe

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shoot

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maze

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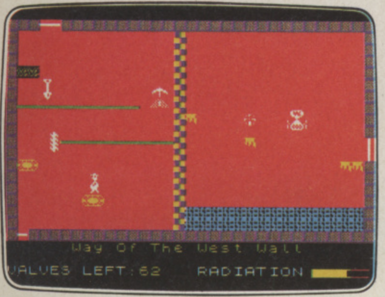
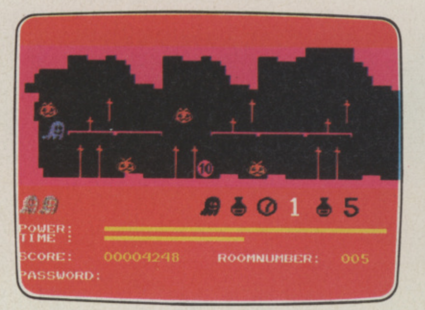
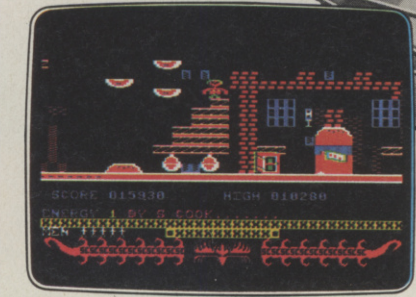

Way Of The West Wall
VALVES LEFT:62
RADIATION

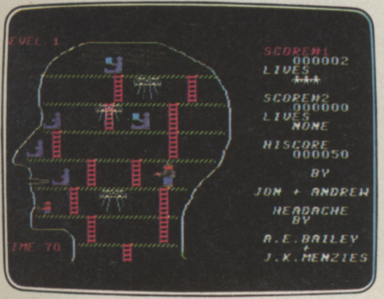
FAHRENHEIT 3000 Arcade/Strategy
Sixty four screens to meltdown


POWER:
TIME :
SCORE: 00004248
ROOMNUMBER: 005
PASSWORD:

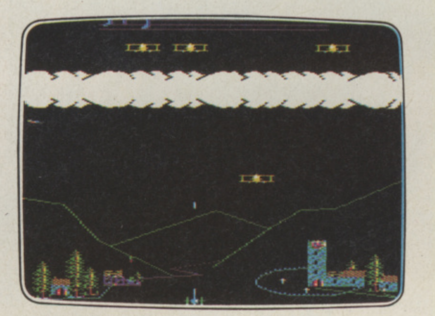
GOGO THE GHOST Arcade/Adventure
150 different haunted castle chambers


SCORE 015930
HIGH 010200

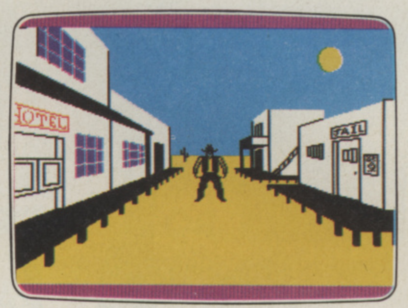
CIRCUS CIRCUS Arcade
Twenty circus rings to escape


SCORE#1 000002
LIVES
SCORE#2 000000
LIVES NONE
HISCORE 000050
BY
JON + ANDREW
HEADACHE BY
A.E.BAILEY + J.K.MENZIES

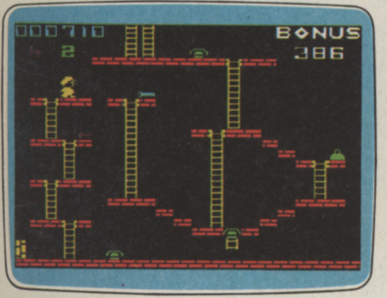
HEADACHE Arcade
Nervous Ned's quest to serve the Brain



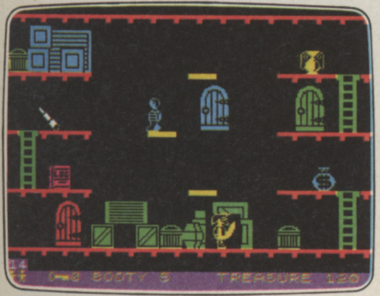
BIRD STRIKE Arcade
Wing the planes and shoot the pigeons



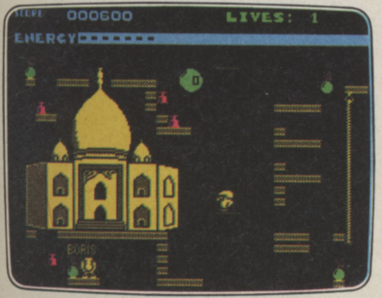
THE WILD BUNCH Strategy/Adventure
Accused of murder, hunt the real killer


000710
BONUS
386

MICKEY THE BRICKY Arcade
Four screens packed with fun


BOOTY
TREASURE 120

BOOTY Arcade/Adventure
Twenty holds full of pirate loot


000600
LIVES: 1
ENERGY
BORIS

SHORT'S FUSE Arcade/Strategy
Sam Short secret agent versus Boris and his bombs

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039 **MICROCOSM**

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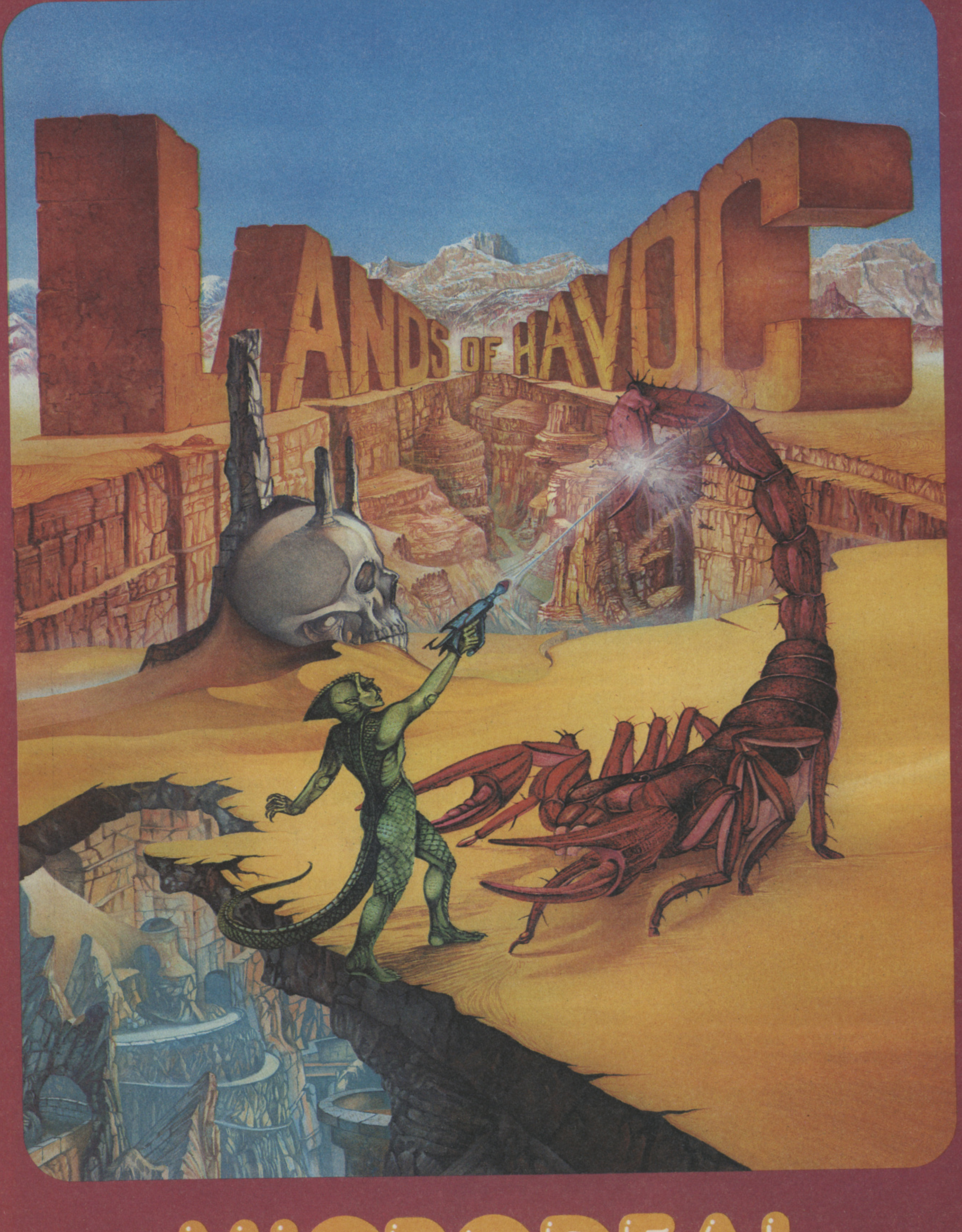
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HINTS

The Hobbit — escape from the goblin's dungeon.

Hints have been flowing into our post box thick and fast recently. A lot of people will be picking up their Beta Ratings soon. Remember to get a Beta Rating you must be a member of the club and have a hint or tip published. You can either apply at the time quoting your membership number, or you can apply later stating which issue the tip was in and including an SAE. I would reccommend the latter, as it could be a waste of a stamp on your SAE if your tip doesn't get published (however, if you are that confident . . .). When we get that info, you will get your much sought after Beta Rating.

The first idea comes from J Chasey of Cheshunt, and he says:

"On beachhead sequence 5 on the Commodore 64, when you shoot a defence system a score will appear. If you keep on shooting the score on the screen, it will keep on being added to your score. Using this method I have scored 122400 on the game".

And from Ray Frost of Liverpool comes an idea that enabled him to score 99-0 on Spectrum Match Day on International level. "This score was achieved with a little help from a bug in the game. As long as you can prevent the computer from scoring it is quite easy, all you have to do is stand on the line in front of the goal (try to get to the goal line when the clock is on either 35 or 80 minutes) and wait for a while".

"As the clock changes for half or normal time kick the ball into the net, when the centre is next taken the clock will continue to go, giving you extra time. This can be repeated each time the clock nears the 45 or 90 mark. Don't score more than 99 goals as the score then resets itself".

He also has a tip for Boulder Dash players: "On my screen with an enchanted wall, it's not necessary to collect any gems. All you have to do is to set the wall off then find the exit and wait for it to flash, then it does go into the next screen".

From Scott More of Huddersfield come a useful list of spells on Ultimates 'Staff of Karnath' and a few tips as well.

The Staff of Karnath

Here are a list of spells you can use and what nasties to use them on:

FORTHRIN — Dragon, ghosts, bats, knight, vampires, flying axes, small trolls and witches.
IBRAHIM — Large trolls, green spiders and the pot of pansies.
THROBIN — Carpet.
UMPHALUS — Shield.
STOLY — Force-field.
YEROBAS — Skeleton.
KNOSSUS — Python.
AEULUS — The flames in the Great Hall.
BARACATA — The obelisk.
MENHIR — The staff.

Daley Thompson's Decathlon

If, on the long jump, you jump too soon and land close to the right hand side of the take-off line, you can score a jump of about 70 metres.

Manic Miner

To have up to 255 lives on the Commodore version, wind past the loader of the tape. To do this, load the game as normal, and when the first part of the program has loaded, turn the computer on and off. Now the tape will be in the correct position.
Then type:LOAD "",1,1 and when it has finished, enter the folowing poke:
POKE 16424,
You put, after the comma, how many lives you want, this number can be between 1 and 255.

The Hobbit

Many people cannot escape from the Goblin's dungeon. To do this, command gandalf or Thorin to CARRY ME, then command to OPEN WINDOW and the GO THROUGH WINDOW.

International Soccer

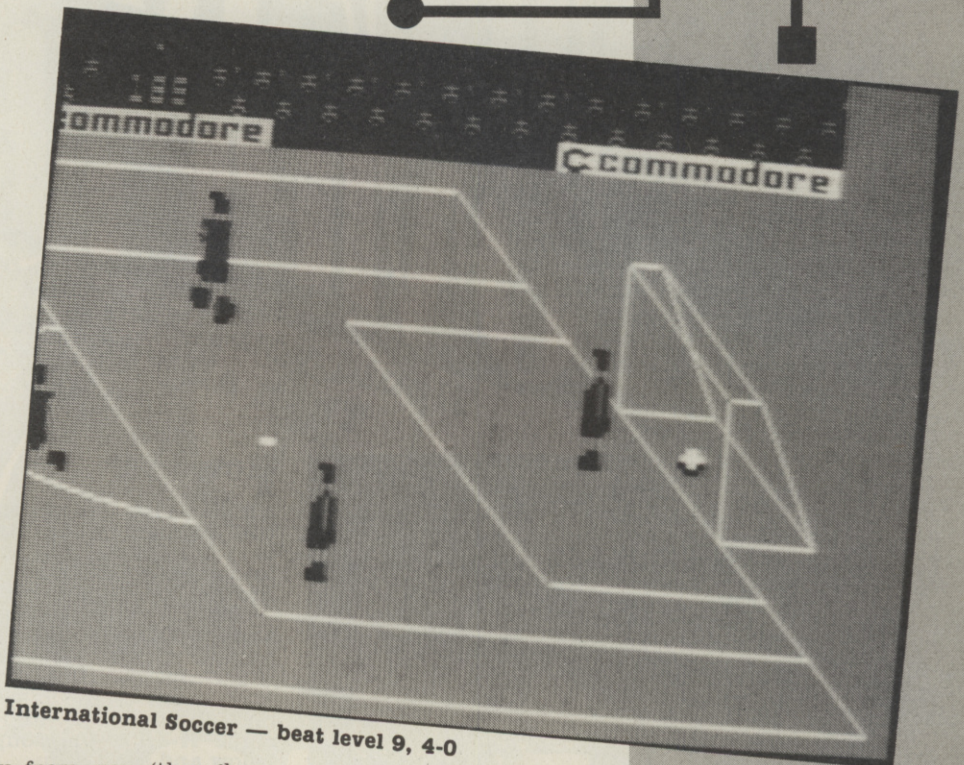
To score lots of goals, there is one method I always use.

Obtain the ball and run down the wing. Advance to your opponents goal and, when you are roughly level with the front of the penalty area, shoot at 45 degrees and the goalie gives a useless straight jump and you have scored. Using this method I managed to beat level 9,4-0.

Tim Love's Cricket

If you keep hitting the ball in one half of the screen, the fielders will become out of position and now you have a clear space to hit the ball into. Also, sometimes you can score an infinitive number of runs. This happens when two fielders get stuck going for the same ball. The only problem is that you have to load the game again.

Mike Roberts presents your hints on your favourite games and includes his own tips for the Rocky Horror Show.



International Soccer — beat level 9, 4-0

The Rocky, Horror Show

And now some words from me on The Rocky Horror Show from CRL. I find the game itself very good and as long as you can remember the short cuts and where everything is its quite straightforward. The big problem comes when the characters start acting odd. They are positioned randomly at the start of the game, some of them in the locked rooms where they can do no harm, so that it's a good idea to clean up the parts of the Medusa that are out in the open first, as this will let you move with greater freedom.

The instructions say that some characters will help you and others hinder, well I think that this is a con, as I have never had anything useful from any of the characters at all. They either kill you or make you Timewarp.

Timewarping is a problem as you cannot do anything (ie. pick up or drop objects, or climb ladders) when you are 'warping. To get back to normal mode you must find your clothes. These are always located in an area that you can get to, so that they are not locked behind a door that you have no key to (remember you cannot get keys in 'warp mode).

I have found that they are usually three screens away from you (though a door in the way may mean taking a detour around it and a much longer trip). Get your clothes and your away.

There are also a number of other problems that you may encounter. The force beams are turned off by climbing the ladder, activating the button, and climbing down as fast as possible and across the beam, but watch it, you only have just the right time to cross it, any lingering and you're dead.

Crossing the second beam puts you in the freezer, if Eddie is not there then there will be a black button on one of the ladders, climb it and press the button. If Eddie has thawed considerably, then you may have to press further buttons.

Just outside the freezer is a button with 'do not press this button' written on it. Press the button and you get 'do not press this button again' appears, press the button again and you get zapped into the Yin-Yang room. The only exit from this is via a locked door, but as there is a key in there then there should be no problem. This is a very good short cut for getting back to the stage to deposit your de-medusa component.

Remember send your hints and tips to:
Mike Roberts
Hints Page
Computer Gamer
1 Golden Sq
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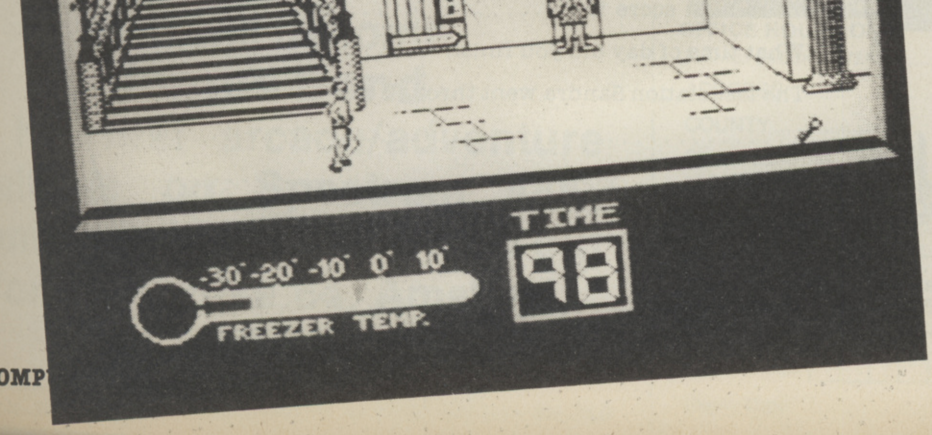
Rocky Horror — advice for timewarpers and how to freeze Eddie.



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If you haven't already got a copy of the game then you can get a £1 discount by simply using the special offer coupon.

The Questions

1) How many people are there in the game?
2) What make of car does Paul drive in the game?
3) Where do you go once you've collected the missing notes?
4) What tube station does George Martin come out after landing at Heathrow?
5) In the game, which tube station shows you the Tower of London?
6) Which tube station do you go to, to visit the Old Justice Pub?

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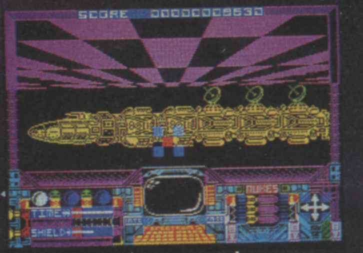
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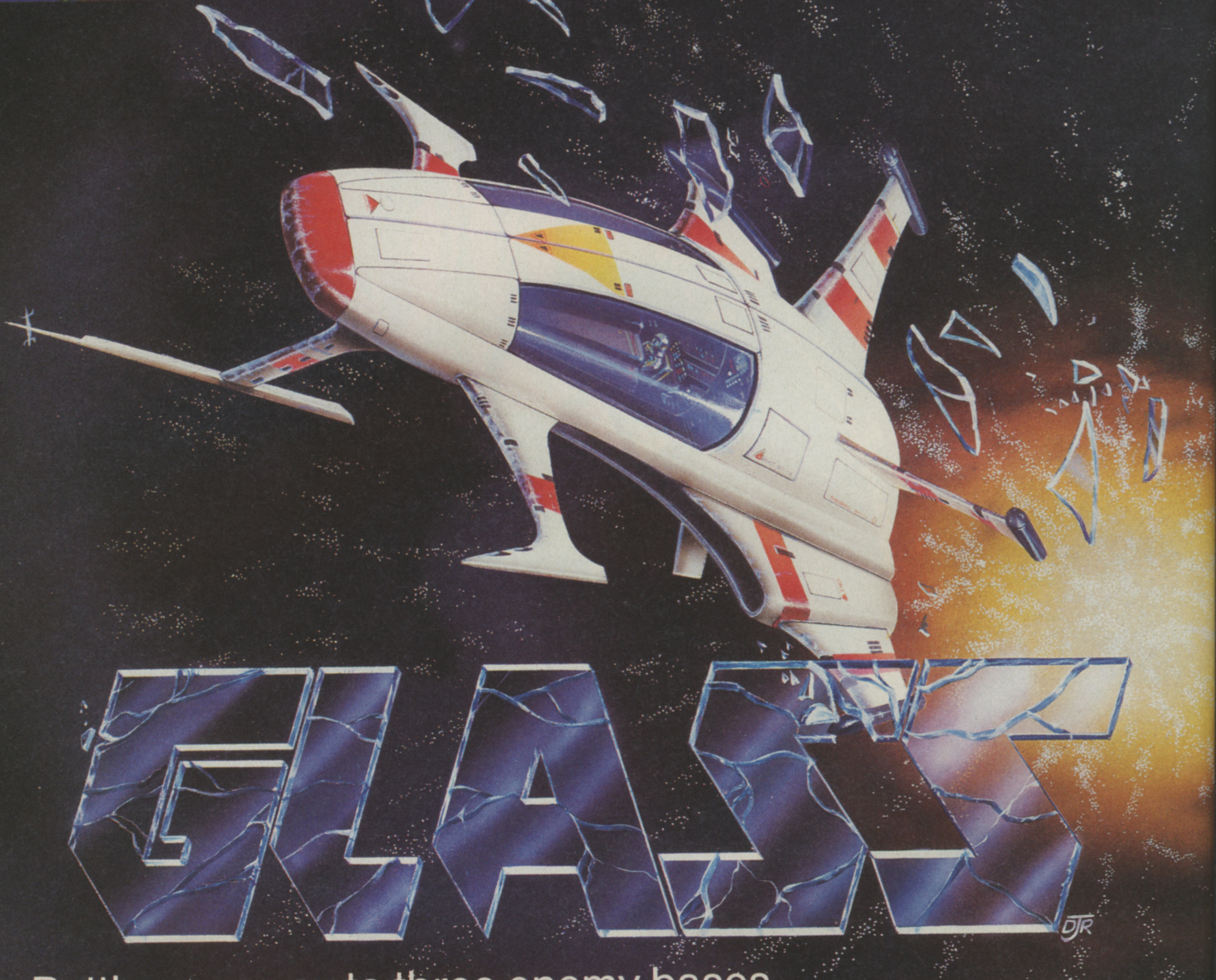

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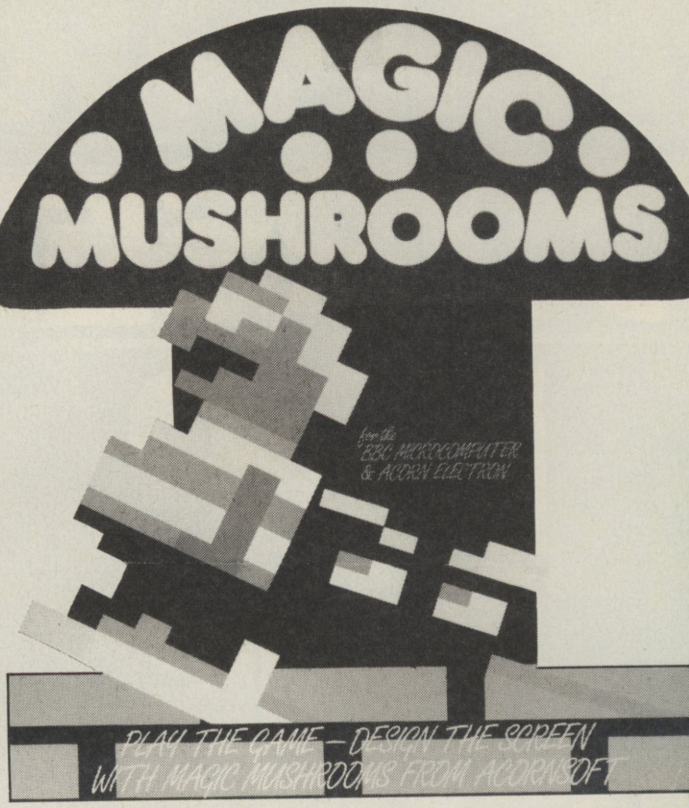
COMPETITION

Acornsoft, one of Britain's leading software producers has recently released a new concept in games. Called Magic Mushrooms, the game is a very good Ladders-and-Ramps game — but it doesn't end there. The game has a built in editor that allows you to create your own screens at will! So if you get bored with the standard nine screens, you just enter the editor and change one screenor wipe it completely and start fresh.

This forms the basis of our fabulous competition for all BBC and Electron owners (though other users can join in and can swop their prize with a friend who owns a BBC or Electron).


MAGIC MUSHROOMS
for the BBC MICROCOMPUTER & ACORN ELECTRON
PLAY THE GAME — DESIGN THE SCREEN WITH MAGIC MUSHROOMS FROM ACORNSOFT

The Competition

Opposite you will find a grid that represents the screen as used by the game Magic Mushrooms. Each square represents a screen location that one of the 16 blocks can be put into, the blocks are either walls, slides, ladders, etc. These are also detailed on these pages along with their functions. The idea behind the competition is to create a screen by drawing the blocks onto the grid and sending it to us, the top 25 entries will then win their choice of Acornsoft game, any of Acornsoft's current range for the BBC or Electron is available on either tape or disk (where applicable), so you can choose from classics like Elite, new games like Revs and Magic Mushrooms, or older favourites like Plantoid or Snapper, or whatever you want the choice is yours.

Also as an added bonus, the top screens will go forward to Acornsoft for possible publication on a compilation of the best screens designed for Magic Mushrooms!

So all you have to do is draw your design using the grid (photocopies will not be accepted, however you can photocopy the grid to practice on) and the blocks, taking careful note of each function and its likely effect on the player. The idea behind MM is to traverse the screen collecting the randomly placed mushrooms, (mushrooms may only appear on the blocks that have a picture of a mushroom on them opposite and a spave above them in the grid) and then return to the end block. There is also a timer involved, so you have to do the screen before the time runs out.

Remember any Acornsoft game you want, plus possible publication by Acornsoft is at stake, and there are 25 chances to win!

Send your completed entry to:

Magic Mushrooms
Computer Gamer
1 Golden Sq
London W1R 3AB

Good Luck!

Competition Rules

1. This competition is open to all UK readers of Computer Gamer, except employees of Argus Specialist Publications Ltd, their printers and distributors, employees of Acornsoft, Eecaan or anyone connected with them.
2. As long as the correct coupon is used for each entry there is no limit to the number of entries per person, photocopies will not be accepted.
3. All entries must be postmarked before 31 August.
4. The prizes will be awarded to the first 25 entries judged to be correct by the editor.
5. No correspondence will be entered into with regard to the competition results and it is a condition of entry that the editor's decision is final.
6. All winning entries become the property of Acornsoft.

Magic Mushrooms Computer Gamer 1 Golden Sq London W1R 3AB

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Blank block 0

The blank block is equivalent to the background, and can be used to remove other blocks from the screen.

Conveyor belts 1 2

The conveyor belts carry Murphy along with them, although he can still make headway against them.

Starting block 3

This block will determine where Murphy begins on the screen. In other respects it behaves like a normal brick (see block 5).

If no starting block is provided, Murphy will drop from the top left-hand corner of the screen, and something should then be provided to break his fall.

Chequered flag 4

If a chequered flag is provided on the screen, Murphy must land on it after collecting all the mushrooms in order to complete the screen. In other respects it behaves like a normal brick.

If several chequered flags are provided, Murphy can land on any one of them to complete the game.

Brick 5

The normal brick can be used to build stable horizontal platforms for Murphy to run along, and jump from.

Bricks can also be stacked vertically to build walls. Murphy can climb up a wall by jumping, and can jump into the middle of a wall from the side.

Ice 6

Ice is slippery, so that although Murphy can stand on it safely, once he starts moving in one direction he will not be able to stop.

Wobbly 7

The wobbly is a rather unstable place to stand, and is a difficult place to jump from.

Ninety-nine 8

The ninety-nine can be used to provide extra time for solving a screen.

When Murphy walks over the ninety-nine, the clock is reset to 99, and the block changes colour to show that it has been used. There can be several ninety-nines on a screen, and each one can be used once to gain extra time.

Trampoline 9

Murphy can use the trampoline to jump higher, or further, than he normally can; he can also jump safely onto a trampoline from any height.

Escalator A

These blocks combine vertically to form a moving escalator, which can carry Murphy up from one level to another. Once Murphy is on an escalator he cannot get off until he reaches the top, but he can get onto an escalator at any level.

You can jump past an escalator, without getting onto it, by starting the jump sufficiently close to it.

Slide B

Just as an escalator carries Murphy upwards, a slide lets Murphy travel downwards. Once on a slide, there is no way of getting off before reaching the bottom.

Murphy can safely jump onto a slide from any height, so it can also be used to break his fall after a large jump.

Monster C

Monsters are lethal to Murphy, and he must avoid them while collecting mushrooms.

The monster block indicates the starting position for a monster. Once positioned on a platform, the monster will then move to and fro at random within the limits of that platform. Up to five monsters can be created on the screen.

Half bricks D E

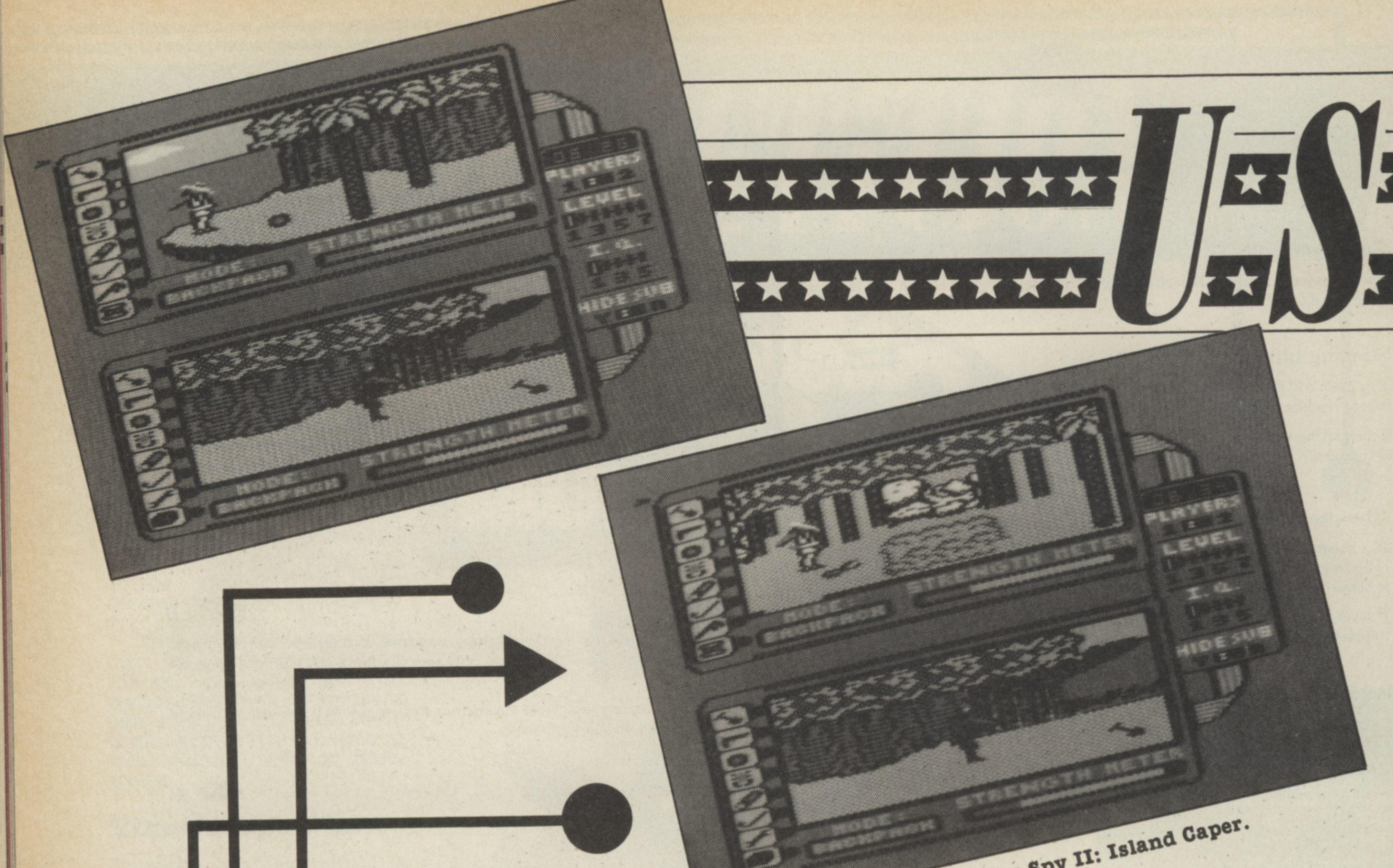
The half bricks behave just like the normal bricks (see block 5), but are half the width, and so give extra flexibility in building walls and platforms. Murphy can fall through a gap half a brick wide, and can stand on a platform of half a brick.

Once-only F

The once-only behaves like a normal brick, except that once Murphy has walked over it the block will disappear, and he will not be able to walk on it again.

U·S

Dave Bishop returns from Chicago with the latest news.



Spy vs Spy II: Island Caper.

The 1985 Summer Consumer Electronics Show (CES) reflected the change in emphasis that everyone was predicting within a the computer and software industries. Less exhibitors, fewer games and virtually no new hardware. Some exhibitors, like Electronic Arts, decided against a $250,000 stand favouring instead a more modest hospitality suite to show their wares. Others, like Infocom, just held a party to launch their latest release.

As for new hardware . . . don't hold your breath. Only the old firm of Atari and Commodore were showing any new machines and most of those were just working versions of models announced at the winter CES in January at Las Vegas.

But don't despair gamers! Although many of the players in the American market seem to be concentrating on so called 'productivity' software, there will still be enough games to satisfy all but the most voracious appetites courtesy of such notables as Activision, Epyx, Access, Broderbund, Electronic Arts, First Star and others.

But as new ideas become rarer by the byte, 1985 looks like becoming the year of the sequel! The software industry seems to have contracted the same 'bug' that the film world has been suffering from for a number of years . . . notable casualties being Rocky IV, Death Wish III, Superman IV and Star Trek IV! Not to be outdone game publishers will be offering Beach-head II, Spy-vs-Spy II, Summer Games II, Blue Max II, Pole Position II, Boulderdash II and Lode Runners II and III!

Sure to be a runaway success is Beach-head II which continues where Beach-head left off. The dragon (Kuhn Lin) has gathered his remaining forces and prisoners of war and retreated far into the jungle of his island stronghold to regroup. Your mission is to liberate the allied prisoners, neutralise both the Dragon and his forces and totally destroy their fortifications. There are four parts to the game and players can adopt either an offensive or a defensive role giving, in effect, eight different games. With the option for 'head to head' play, good speech synthesis, great sound effects and the kind of graphics we've come to expect from Bruce Carver, Beach Head II looks set to surpass it's predecessor, and will be distributed by US Gold in the UK.

Another success story of 1985 has been First Star's Spy-vs-Spy, released in this country by Beyond Software who will be launching Spy-vs-Spy: The Island Caper under their new Monolith label later this year. In the Island Caper the two spies are this time in search of a nuclear warhead on a tropical island. Our black and white friends must dodge sharks, lobsters, falling coconuts etc. while trying to steer clear of quicksand, cliffs and a deadly lagoon. Players will also be able to construct their own booby traps to snare each other as they search for the map, warhead pieces, shovels, snorkel and wrench all of which are needed to find, unearth and construct the warhead and bring it to an awaiting escape submarine before time runs out and the island volcano erupts.

Following the withdrawal of CBS from the software market US Gold have dutifully stepped in to snap the UK right to many Epyx titles and will be launching Summer Games II and Winter Games later this year. If you liked Summer Games then you'll love the sequel which offers eight new Olympic events including: kayaking, triple jump, high jump, javelin, equestrian, cycling, rowing and fencing. The latter three provide head to head competition. All eight events can be played by up to eight players! There are even new openings and award ceremonies with the usual high standard of sprite animation that so characterises Epyx products.

Staying with Epyx for a moment, for all you budding Frans Klammers there's Winter Games . . .'s

S·S·C·E·N·E

no game quite like it! No seriously folks despite the name this is destined to be a real hot one. Featuring six events including The Ski Jump, Figure Skating, Bobsled, Hot Dog Ariels, Free Style Skating and The Biathlon. The Bobsled puts you right where the action is... in the hot seat... and you must steer the course as efficiently as possible gaining valuable nano-seconds wherever possible. There is also a plan view which shows your progress down the course. The Ski Jump is really difficult if you can control your form in take off flight and landing... don't play unless you've got a head for heights. All in all Winter Sports is a high quality cousin to Summer Games and if you like one you'll like the other.

No one loves getting wet more than a duck-billed platypus! So if you want to make a platypus happy in 'Wish bringer', Infocom's new interactive magic adventure, just type in a magic spell: 'PICK UP THE MAGIC ROCK AND THE UMBRELLA. OPEN THE UMBRELLA, THEN WISH FOR RAIN'. 'You'll be glad to have a happy platypus on your side'. Wishbringer is packed with sorcerers, kidnappers and even a stone that fulfills it's owners every wish. True to Infocom standard this one should keep all you disk owners happy for months. By the way if you're having difficulty with Hitchhikers then write and tell us about your problems!

Another follow up due out soon is Broderbunds Champion Lode Runner featuring 50 of the most dastardly screens sent in by sadistic owners of the original game. Ariolasoft are releasing it over here and they are holding a competition to find the best UK designs which will be included in the program. And if that wasn't enough the saga continues with Lode Runner's Rescue (originally called Lode Runner's Daughter but wisely renamed) which is essentially 3D Lode Runner with extras like waterfalls and fast flowing rivers whose currents irresistably carry you to those places other games cannot reach! When you pass behind a wall or tower your runner disappears from view making things somewhat tricky and one of the 45 excellently designed screens is completely masked by a brick wall so you have to rely entirely on sound to succeed ...And if you are one of those freaks that takes all this in your stride there's always the 3D construction set which allows you to create your own screens.

Activision too have been busy preparing some interesting new ditties to follow after the record breaking Ghostbusters whose author has created a new 'thing' intriguingly called 'There's someone living in your computer'! Apparently the discovery was made after years of speculation regarding the presence of mischievous unseen forces which inhabit computers and occasionally cause unexplained hardware and software performance problems. Says Crane 'Each computer seems to have one or more little computer people living inside, and each seems to be different in appearance, habits and lifestyle'. In a Cabbage Patch approach to software, Crane has provided a fully furnished three story house where your new found friend can sleep, prepare meals, eat, take a shower, read the newspaper, watch TV and do a number of daily chores. You can even communicate with your computer person although he or she may well ignore you. You will either love or hate this new program but what is interesting is that each one sold will contain a different person with different characteristics!

Also new from Activision are Hacker, (America's answer to System 1500), Alter Ego (which allows computer owners to vicariously experience life as someone else) and Fast Tracks: The Computer Slot Car Construction Set. Fast tracks is good clean fun from start to finish (excuse the pun). There are three modes as follows:

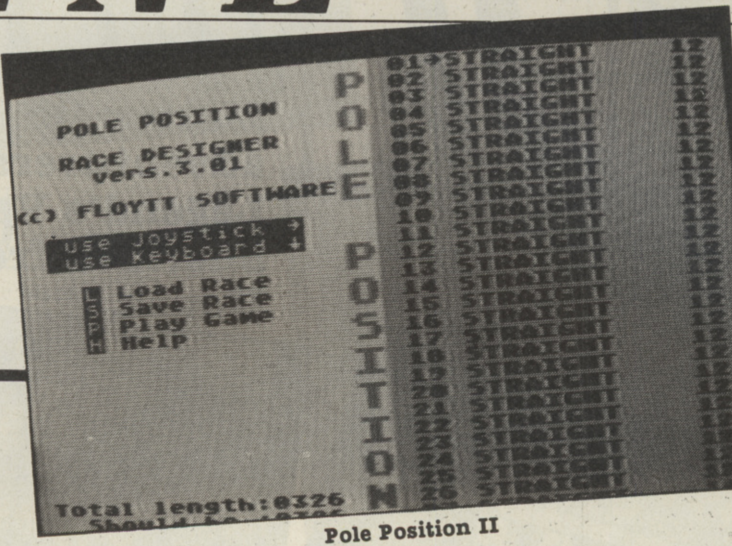
Mode one allows you to piece together your own customised track selecting from 21 different components including dips, underpasses, curves, turns, loops and switch tracks. You can also design your own slot car... it's just like computerised 'Scalectrix'!

Mode two allows you to see an overall view of the track you have created in case you loose your bottle and want to take out the nasty hairpin bend.

Mode three is the business! This is where the adrenolin really starts flowing as you race round your own track while the close up scrolling camera follows the action... gripping stuff!

New from Electronic Arts are Mail Order Monsters and Racing Destruction Set. Mail Order Monsters allows players to design their own monsters from a catalogue of body parts, weapons, and defences and then pit them against each other or the computer. Racing Destruction Set is an up market version of Fast Tracks with the added attraction of a split screen allowing head to head racing as in Pitstop II (another sequel Ed). Choose from 9 types of vehicle or create your own. Then race round one of the world's most famous tracks like Indianapolis or Monaco or dream up a track of your own using such elements as oil slicks, land mines (to destroy your opponent), jumps, hairpins, hills and one of three types of surface: ice, dirt or paving. You can even control gravity, the graphics of the background and the sound effects. This program has enough to keep you going for years!

Sadly the most exciting new game on show at Chicago was a mouse driven adventure from Mindscape called 'Deja Vu' but as this only runs on the Mackintosh it will probably never reach our shores. However all the above mentioned games are for Commodore 64 and should be wending their way into the shops in the near future so keep an eye out for them.



```
POLE POSITION

RACE DESIGNER
   vers.3.01

(c) FLOYTT SOFTWARE

 use Joystick →
 use Keyboard ←

L Load Race
S Save Race
P Play Game
H Help

Total length:0326
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01→STRAIGHT   12
02 STRAIGHT   12
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26 STRAIGHT
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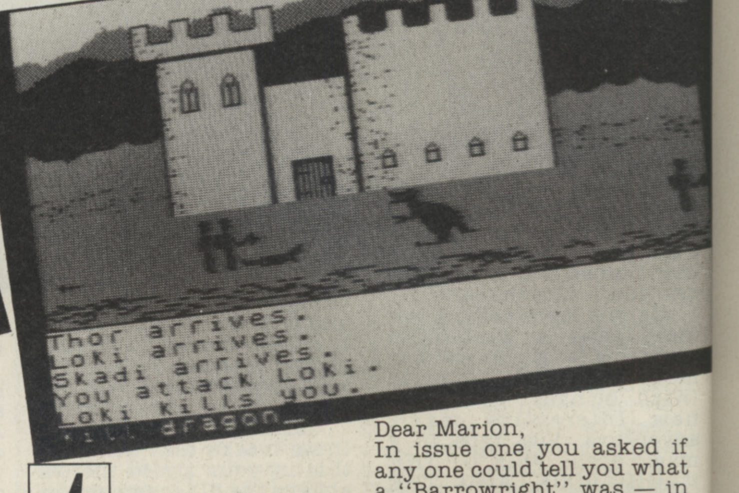
Pole Position II

ADVENTURE HELPLINES

Marion Champion helps out adventurers stuck in Legend's Valhalla and Sherlock from Melborne House.

LEGEND
MOVI SOFT
VALHALLA



```
Thor arrives.
Loki arrives.
Skadi arrives.
You attack Loki.
Loki kills you.
kill dragon_
```

Dear Computer Gamer,
I have completed Epic's brilliant adventure — Wheel of Fortune for the BBC Micro. Here are some useful hints and tips.

1. To move the SNAKE out of the path near the China Shop simply TAKE the BASKET and PLAY the INDIAN PIPE.
2. To get past the CHARMING BIRD south of the Farmhouse — China Shop T junction TAKE the MUSIC BOX and OPEN it.
3. To get rid of the TROLL from his cave entrance GET the BASKET WITH THE SNAKE INSIDE and PLAY the INDIAN PIPE but make sure you LEAVE the BASKET outside his cave to stop him returning.

Fyfe Ewing

Q

Dear Marion,
I bought a copy of your new magazine 'Computer Gamer' today. I noticed your adventure review and helpline address.

I have solved a few adventures, including the 'Hobbit' and 'Urban Upstart' on my Commodore 64K, but the latest addition to my collection — Valhalla by Legend. The have found extremely difficult.

Could you help me please? So far, I have only managed to find the first two quest objects (Ofhir and Drapnir) but, although I have searched through each location which I have visited, I can't find any clues to help me find the many other locations and quest objects.

I would have written to Legend if they had put their address on the software package, but as they have not, I thought that, seeing your address, you might be able to help.

Please write back soon with any available information?

Yours faithfully,
Gregory McKernon.

A

Here are several clues to Valhalla by legend. The first one is a litle cryptic. I hope that they are of use to you.

1) To get Skalir, get into trouble via house of irritating character. Then drink and get rid of ring. Jump and the key to the whole trek through the marshes is your weapon into more mountains of hell.
2) To get Ofhir, enter Kranks Hall, kill Krank then go north west.
3) If you wish to go north west or north east or north from El Vinos then do not wear the helmet.
4) To get Drapnir, drop Ofhir then go east from the pits of hell and then jump. Summon hell and then go north and north then get someone strong to open the chest.
5) To find Kelstrong, go to Rankles Hall and jump. Then search for a cupboard.
6) To get Skornir, use Ofhir to get into Midyard, then jump and start looking for an "unobvious" way out. The clue in the manual becomes useful only when you get out of here.

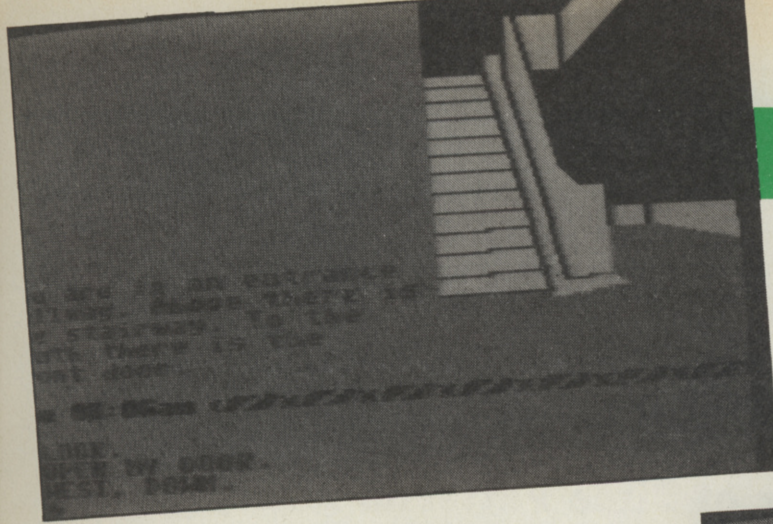
Dear Marion,
In issue one you asked if any one could tell you what a "Barrowright" was — in reference to the "Heros of Karn" adventure game. Being a diligent type, I immediately set about researching, this is what I came up with:
The word is made up of two parts — "barrow" and wight"

"Barrow" means a small hill or hillock - in fact deriving from burial mounds of old England, the word is now obsolete apart from in place names. It comes from the old English word "beorg"

"Wight" comes from the old English "Wiht" meaning a person.

However, over the years the meaning has been slightly corrupted to mean more wretched forms of humanity. Eventually, due largely to Gary Gygax's fantasy role playing game "Dungeons and Dragons" the name was given to a form of undead very close to ghools — cannibalistic wretches returning from the dead and living by night usually as close to a supply of dead bodies as possible. "Barrowright" is simply one such creature living in a burial mound — or barrow.

Yours faithfully,
Adam Hendrix.



Q

Dear Marion.
I was so pleased upon buying your mag that you have included some pages for the more adventurous of us computeror's, although quite a few mag's have Adventure pages, they usually only have half a page or a page, whereas you have devoted a few pages to adventures.

I have never really liked arcade programs with the acception of Manic Miner, so I was very pleased to see your reviews on adventures because most magazine's only seem to review one adventure every month. I must admit an ulterior motive for my grovelling.

I have a copy of Sherlock Holmes, Melbourne House's excellent detective game. After having difficulty in getting to Leatherhead I now must prove Ffoulkes innocence. I have managed to find Slater Street and I have a confession from Ffoulkes of his addiction to opium. My problem is what do I say to Lestrade to prove Floulkes innocence.

I would be most grateful if you could possibly help me. I managed to get to this stage in a week. I have now had the game for two months. If you cannot give me the information perhaps you would be good enough to tell me where I can get the cheapest bottle of arsenic.
Yours sincerly,
Lee Knightley

A

To prove Ffoulkes is innocent of the murder you must get to Slater Street in LONDON on Monday evening wearing the china mans disguise. Then proceed to go north into the den. Wait around until Percy enters. Then remove your disguise and he will confess all. Then go outside and wait for Lestrade to arrive.

Q

Dear Marion,
After buying the first 'Transmission' of Computer Gamer I was delighted to have read a fabulous magazine full of reviews and interesting articles, especially yours the Adventure Section as I am a keen adventurer but I am stuck on one certain adventure: SHERLOCK, by Melbourne House.

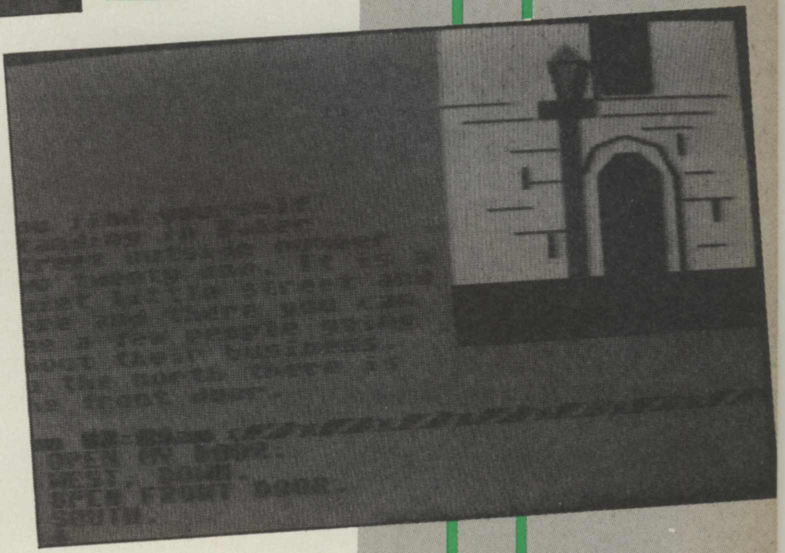
This is the procedure I follow:
1) Take oil lamp from your room.
2) Open plain door and go north into the closet where I take the china and old man disguises
3) Go south back into your room and open your door.
4) Go west into the hall and go downstairs.
5) Open the front door, go south into Baker Street and close the front door.
6) Hail cab, and get into cab.

From here I am stuck as I cannot get the cabbie to drive me anywhere. I am aware that Doctor Watson speaks to you about two murders after a bit and also leaves you a note but that does not help me in the cab.

Please, can you help?
Yours sincerely,
Gavin John

A

To get the cabbie to take you anywhere this is the proceedure you must follow. First of all type "HAIL CAB".
Be careful not to type this in twice for you are likely to get two cabs and that causes awful confusion. Then type:-
"CLIMB INTO CAB"
Before you request your destination it is advisable to strike up conversion just to make sure that the cabbie is not ignoring you which is unlikely since you have just climbed into his cab but just to make sure, so type in:-
"TALK TO CABBIE"



Then request your destination. The cabbie seems to know of Kings Cross Road and as there is a station there it is probably a good place to go to. Therefore type in:-
"SAY TAKE ME TO KINGS CROSS ROAD"
The screen should then inform you that you are travelling in the cab and that the sun is streaming through the windows onto your face. You will now have to type WAIT a few times in order to pass the time. Then if you watch the screen you will eventually arrive at Kings Cross Road. The cabbie will demand his fare so type:-
"GIVE MONEY TO CABBIE"

Don't forget to take your change with you. Then type:-
"GET OUT OF CAB"
Then go northeast several times until you bump into inspector Lestrade on one of the platforms of the station. (For some reason or other you don't seem to need to buy a ticket) I recommend that you then wait until the train arrives and then climb onto the train with Inspector Lestrade. Eventually you will arrive at Leatherhead and from there I suggest that you follow Inspector Lestrade unless you wish to be more adventurous and risk getting lost in Leatherhead.

PBM UPDATE

Thinking of joining a PBM game? Then let Ken Mulholland (GM of Starglobe and Globemaster of Time Patterns fame) guide you.

Joining a PBM game

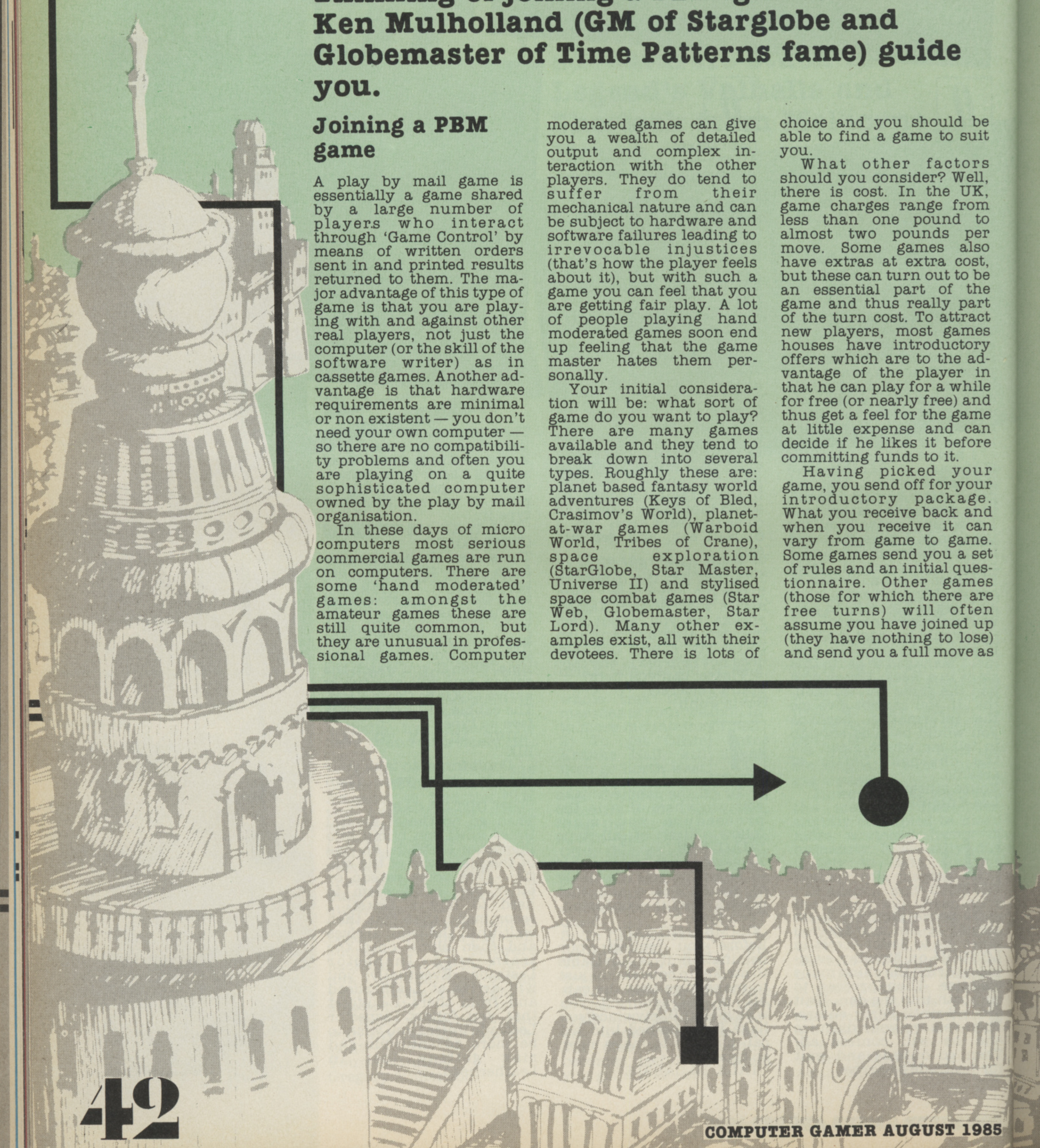
A play by mail game is essentially a game shared by a large number of players who interact through 'Game Control' by means of written orders sent in and printed results returned to them. The major advantage of this type of game is that you are playing with and against other real players, not just the computer (or the skill of the software writer) as in cassette games. Another advantage is that hardware requirements are minimal or non existent — you don't need your own computer — so there are no compatibility problems and often you are playing on a quite sophisticated computer owned by the play by mail organisation.

In these days of micro computers most serious commercial games are run on computers. There are some 'hand moderated' games: amongst the amateur games these are still quite common, but they are unusual in professional games. Computer moderated games can give you a wealth of detailed output and complex interaction with the other players. They do tend to suffer from their mechanical nature and can be subject to hardware and software failures leading to irrevocable injustices (that's how the player feels about it), but with such a game you can feel that you are getting fair play. A lot of people playing hand moderated games soon end up feeling that the game master hates them personally.

Your initial consideration will be: what sort of game do you want to play? There are many games available and they tend to break down into several types. Roughly these are: planet based fantasy world adventures (Keys of Bled, Crasimov's World), planet-at-war games (Warboid World, Tribes of Crane), space exploration (StarGlobe, Star Master, Universe II) and stylised space combat games (Star Web, Globemaster, Star Lord). Many other examples exist, all with their devotees. There is lots of choice and you should be able to find a game to suit you.

What other factors should you consider? Well, there is cost. In the UK, game charges range from less than one pound to almost two pounds per move. Some games also have extras at extra cost, but these can turn out to be an essential part of the game and thus really part of the turn cost. To attract new players, most games houses have introductory offers which are to the advantage of the player in that he can play for a while for free (or nearly free) and thus get a feel for the game at little expense and can decide if he likes it before committing funds to it.

Having picked your game, you send off for your introductory package. What you receive back and when you receive it can vary from game to game. Some games send you a set of rules and an initial questionnaire. Other games (those for which there are free turns) will often assume you have joined up (they have nothing to lose) and send you a full move as



if you were a fee paying player. This is the critical time for your involvement. Some games are difficult to operate from the players point of view. You may have to fill in lists of weird hieroglyphics. More advanced games avoid this by putting out your choices in English and allowing you to reply in the same language, but although computers won't make mistakes, they are not as versatile as human operators and so responses have to be kept simple. However, at this point the feeling of joining an adventure can be very real: I can still remember all of my first five moves in my first PBM game.

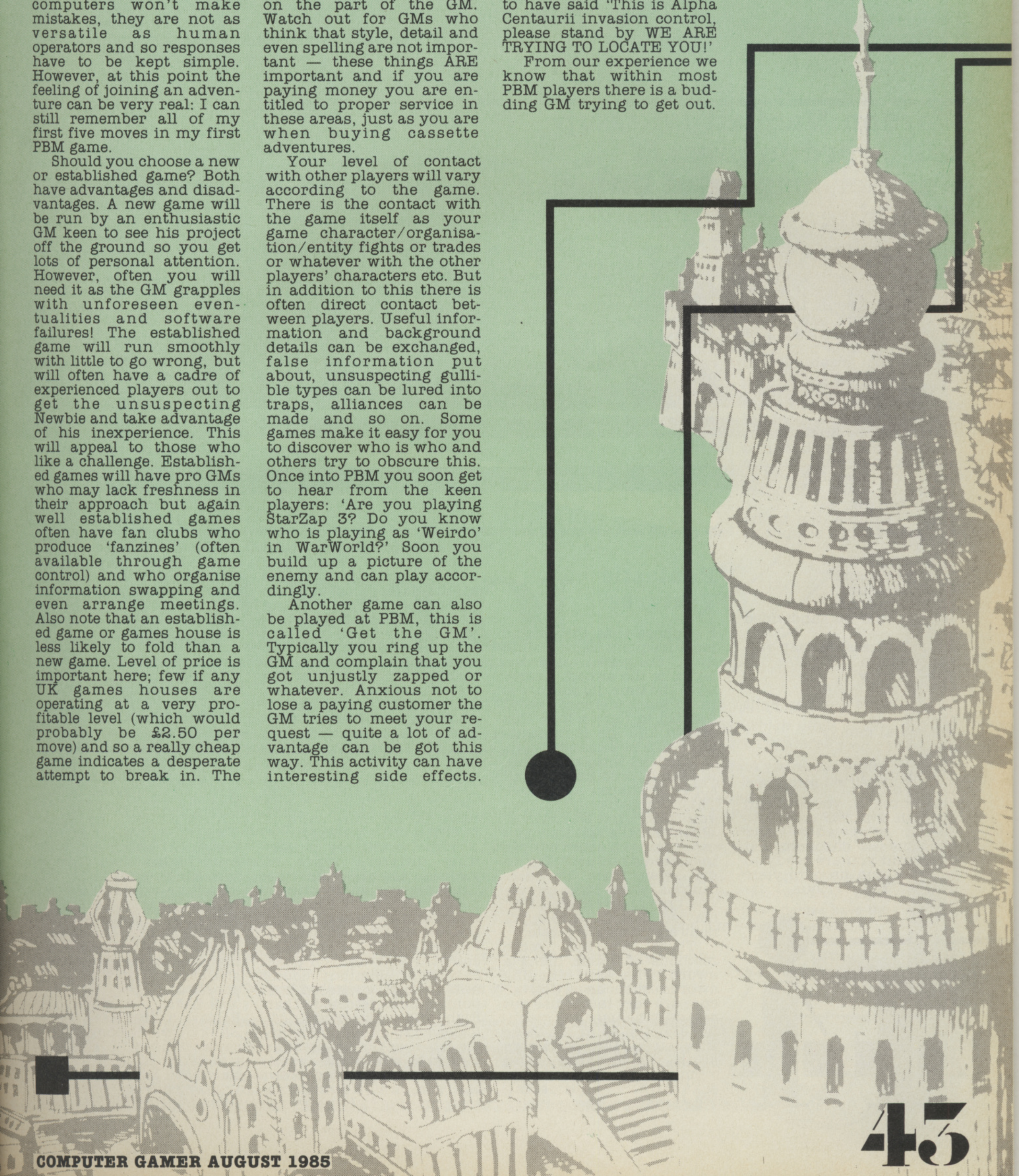
Should you choose a new or established game? Both have advantages and disadvantages. A new game will be run by an enthusiastic GM keen to see his project off the ground so you get lots of personal attention. However, often you will need it as the GM grapples with unforeseen eventualities and software failures! The established game will run smoothly with little to go wrong, but will often have a cadre of experienced players out to get the unsuspecting Newbie and take advantage of his inexperience. This will appeal to those who like a challenge. Established games will have pro GMs who may lack freshness in their approach but again well established games often have fan clubs who produce 'fanzines' (often available through game control) and who organise information swapping and even arrange meetings. Also note that an established game or games house is less likely to fold than a new game. Level of price is important here; few if any UK games houses are operating at a very profitable level (which would probably be £2.50 per move) and so a really cheap game indicates a desperate attempt to break in. The price will go up once the game is established.

Another factor in judging the game initially is that the Game Master is asking you to join in his fantasy and act a role within a scenario that he has invented. The scenario should be interesting and rich in detail and this requires a reasonable level of research and intelligence on the part of the GM. Watch out for GMs who think that style, detail and even spelling are not important — these things ARE important and if you are paying money you are entitled to proper service in these areas, just as you are when buying cassette adventures.

Your level of contact with other players will vary according to the game. There is the contact with the game itself as your game character/organisation/entity fights or trades or whatever with the other players' characters etc. But in addition to this there is often direct contact between players. Useful information and background details can be exchanged, false information put about, unsuspecting gullible types can be lured into traps, alliances can be made and so on. Some games make it easy for you to discover who is who and others try to obscure this. Once into PBM you soon get to hear from the keen players: 'Are you playing StarZap 3? Do you know who is playing as 'Weirdo' in WarWorld?' Soon you build up a picture of the enemy and can play accordingly.

Another game can also be played at PBM, this is called 'Get the GM'. Typically you ring up the GM and complain that you got unjustly zapped or whatever. Anxious not to lose a paying customer the GM tries to meet your request — quite a lot of advantage can be got this way. This activity can have interesting side effects. Once while I was receiving telephone instructions on how to fly a players' three starships on a pincer movement on 'the unsuspecting inhabitants of the solar system' the line clicked. After more instructions for blasting the planet out of orbit the player hung up and a third voice said in wondering tones 'Who IS this please!?' We would like to have said 'This is Alpha Centaurii invasion control, please stand by WE ARE TRYING TO LOCATE YOU!'

From our experience we know that within most PBM players there is a budding GM trying to get out. Running a PBM game is a lot of work but it is also fun and can be profitable. Who knows, when you have played your last cassette game you too could use your computer to plan and create a fantasy world of your own in which others can explore and fight and build empires.



Dungeon Dressing

Gordon Hamlett takes up his sword to present another helping of Dungeon Dressing.

In last month's article, I took the theme of a pirate setting for a sample adventure. By making a list of everything I could think of associated with pirates, we are now at the stage of having all the nuts and bolts ready, but absolutely no structure to the story.

The next stage is to subdivide the main plot into several miniplots, each of which will be further subdivided into smaller and smaller units until you are left with specific occurrences eg walk ten paces north and dig.

For example, the pirate adventure could be split as follows:-

A. Assemble crew
B. Sail to island
C. Get treasure
D. Return home

and A could be subdivided into:-

A1. Find treasure map
A2. Get ship
A3. Get crew
A4. Set sail

A2 could be further split into:-

A2.1 Steal money
A2.2 Go to port
A2.3 Hire ship
A2.4 equip ship

and so on.

Eventually, you will end up with a series of events which give you your storyline in chronological order and you are ready to go away and prepare your map of the various locations.

To sum up this mini-series of articles then:-

1. Decide on your storyline
2. Write down a list of associated themes
3. Discard any ideas which don't fit (but write them down so that you remember them for a future story
4. Arrive at your storyline by a continual process of subdividing ideas.

Fantastic Features

I suppose that the second most frequent object found in a dungeon, after the lamp, is the sword. Nearly all of the time, its sole use is in offence/defence so I decided to have a look this month and see if its functions can be expanded.

The first thing to realise, is that swords come in all sorts of shapes and sizes. This immediately allows you your first variations. When was the last time you came across a sabre or epée in your adventure? Try to get away from the ubiquitous elven long sword. The type of sword you find may suggest a future opponent e.g. cutlass = pirate.

There are four main methods of attack using a sword. The thin duelling swords such as a foil or epée are very fast to use but can only be used for stabbing a victim as in the three musketeers. Curved swords such as sabres and scimitars are used for slashing, cutting movements, especially from horseback eg the 7th cavalry in westerns. The long sword which has straight edges tapering to a point is a compromise between the first two methods in that you can use it for both cutting and thrusting while the fourth method using a two handed sword such as Conan uses, can only be described as an almighty swipe. Certainly, if you make contact, you will do an awful lot of damage but it is worth noting the following points.

As you are using both hands on the sword, you cannot carry anything else at the same time such as shield or lamp. Winding yourself up to launch an attack is a very slow business and an opponent may be able to get in several attacks and dodge out of the way. Lastly, you need an awful lot of room to manoeuvre — I would suggest at least twenty feet. If you don't believe me, take a look at a six foot sword next time you are in your local museum and imagine swinging it round your head. So, no more using it in twisty little passages.

The classic story concerning different types of swords comes from the Crusades and an encounter between Richard the Lion Heart and Saladin. Richard boasted that whilst his two handed sword could easily chop through an iron pole, Saladin's scimitar could not. Saladin conceded the point, but retorted that Richard's sword could not, however, perfrom the simple job of cutting a cushion a task to which his sword was admirably suited. Now there's an adventure scenario if ever I saw one.

Apart from the blade, the other constituent part of a sword is the pommel which is the handle of the sword, and the bits put on to protect the user's hand. Possible features here would include some sort of runic inscription, perhaps explaining a feature of the sword when deciphered or a space on the pommel where a jewel or similar is missing. What happens to the sword of the jewel is replaced? Perhaps if the sword is held by the blade instead of the handle, the pommel is shaped like a crucifix and can be used to ward off vampires etc.

Swords can take on a whole new set of properties if they have a magical ability. This can range from a mundane combat bonus to the esoteric such as pointing to the nearest treasure (or trap). A dwarven sword may refuse to attack a fellow dwarf but give a hefty bonus against goblins — the dwarf's natural enemy. Consider also using a cursed sword. Once picked up, it is impossible to put down until the curse is lifted with a spell. Curses may take the form of a blood lust i.e. you automatically become engaged in combat with every creature you meet, or an insatiable desire to cut every bit of rope you see.

So, there are a few ideas to get you going. If you really get stuck, you may still catch a player out if you let him find a blunt sword or one lying in a pool of water. He may not sharpen or oil it before leaping into battle.

Sources of Inspiration

After my request for suggested reading material, Ian Urquhart of London N9 wrote in to suggest "A Connecticut Yankee at King Arthur's Court" by Mark Twain (published by Penguin) which he rates even higher than Lord of the Rings and Dune and which he would like to see turned into a computer game. Well, that's a pretty heady claim, Ian, what with LOTR effectively being the adventurer's bible. We shall have to see what other people think.

I have just started the Belgariad series by David Eddings which come highly recommended. I shall let you know in a future article what I think of them.

May your armour never rust! See you next month.

EARTHWOOD

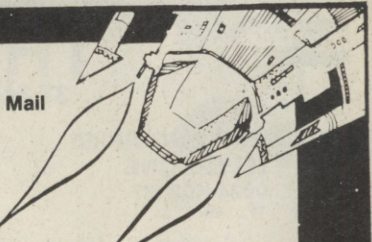
In EARTHWOOD, twenty-five players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months with the first knockouts usually starting after six months.

Each player is either a king of a fantasy race or powerful charismatic character. Your character or king controls several groups each of which is totally independent of each other. You can recruit trolls, wildmen and others into your armies, and even control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, increase your workshop's production, build defences and maintain and enlarge your army. With gold your wizards undertake magical research, learning new spells. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assasination. These are just a few options available to a player in EARTHWOOD.

EARTHWOOD is computer moderated but the turn sheets and replies are written in plain English so that you can easily understand them. No need to look through complex charts and code books to understand this game.

KJC GAMES

To enrol in Earthwood send £5.00 cheque/PO payable to KJC Games. For this you receive the rulebook, setup and first three turns. Future turns are £1.50. Send to KJC Games, 5 Vicarage Avenue, Cleveleys, Blackpool, Lancashire. FY5 2BD.



KJC Games, Britains leading Play By Mail company, introduces to you our new Play By Mail game of Xenophobia, Conquest, and Space Warfare called ...

CAPITOL

BRITAINS MOST ADVANCED COMPUTER MODERATED PLAY BY MAIL GAME!

CAPITOL *Features* —

- **A strategic space warfare game, completely computer moderated.**
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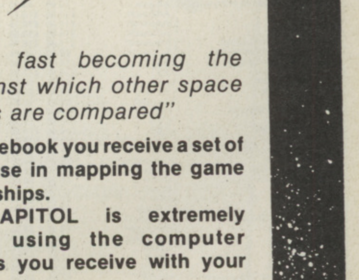

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COMPETITION R·E·S·U·L·T·S

We are pleased to annouce the results of two more Gamer competitions in which you had the chance to win a day with chart-topping software house Ocean and a real Jetsoft arcade machine.

Win a day at Ocean

The Ocean competition in Gamer's transmission 2 was inspired by Michael Ende's "Neverending Story" in which a boy is transported into the fantasy story that he was reading. We asked you to write in less than 200 words about which book or game you'd like to find yourself in.

The judges were looking for an entertaining and original account and, I think you'll agree, found it in this following entry from I. McAuliffe.

MICHAEL ENDE
The NEVERENDING STORY
A major worldwide bestseller – now a major international film
KING PENGUIN

Ode to Ocean

My book is Well's "The Time Machine,"
And before you all start snoring,
It really is an excellent read,
And don't you dare say "boring!"

So I would like to be in it,
for several basic reasons;
chiefly I could go anywhere,
through countries, time and seasons.

I'd go back first to Roman times,
to see how the britons fare,
They'd fight, I'm sure, to the bitter end,
Just like old Clive Sinclair.

Then to Eygpt would I fly,
to visit dear old pharoah,
and if I had my polaroid,
I'm sure I'd take a photo.'

Then I'd whizz through time and space,
and listen to Ceaser's decree,
but even he couldn't match the power,
of the brand new BBC.

I'd make a stop at Shakespear's house,
this rhyme to him I'd lob,
He'd probably rush off in fright,
for fear he'd lose his job.

To travel thus would be so great,
and so at my behest,
see that this book wins the prize,
"Wells baby! You're the best!"

For his prize I. McAuliffe will be transported to Manchester where he will spend a day with Ocean. There he will meet the programmers and receive an Ocean goodies bag containing a bumper bundle of software.

Win a Jetsoft arcade machine

To win our fantastic prize of a real arcade machine you had to enter a two part quiz that was designed to test your gaming knowledge. Points were allocated for correct answers and a tiebreaker cartoon caption was included to help sort a winner.

Luckily this tiebreaker wasn't necessary (particularly most of them starred Mark Thatcher) as we have a clear winner in 16 year old Robert Crow who will have to board up the door of his Islington home to keep out the hordes of his friends that just want "one more go" on his brand new arcade machine.

Congratulations to Robert and comiserations to the rest of you, but remember, keep reading Computer Gamer for more competitions in which you could win amazing prizes.

The Answers

Here are the answers to the quiz questions set in Gamer transmission 1 and 2. Obviously some questions had more than one possible answer (and all entries were checked for such alternatives) but here are the ones we were particularly looking for.

1) In which game are you . . .
a) da boss — Mugsy (Melbourne House)
b) a flea — Bugaboo (Quicksilva)
c) a technician — Technician Ted (Hewson)
d) a cybot — Alien 8 (Ultimate)

2) In which game would you meet . . .
a) a grue — Zork (Infocom)
b) backward baddies — 3D Sieddab Attack (Hewson — Sieddab is ''Baddies'' backwards!)
c) myons — Codename Mat (Micomega)
d) gooey blobs — Chaos (Games Workshop)

3) In which game are you called . . .
a) Rockford — Boulderdash (Statesoft)
b) Horace — Horace goes skiing (Melbourne House)
c) Bilbo — The Hobbit (Melbourne House)
d) Trogg — Frak (Aardvark)

4) In which game do you defend . . .
a) Betula-5 — Psytron (Beyond)
b) The Nostromo — Alien (Argus Press)
c) New York — Ghostbusters (Activision)

5) Wordsearch.
The Wordsearch contained 20 software houses which were Acornsoft, LLamasoft, Audiogenic, Alligata, Ocean, Ultimate, Statesoft, Firebird, Quicksilva, Microdeal, Romik, Beyond, Intrigue, Ariolasoft, Anirog, PSS, Activision, Hewson, Artic and Jetsoft.

6) In which game would you find . . .
a) telephone boxes — Revenge of the Mutant Camels (LLamasoft)
b) giant boots — Gridtrap (Sumlock)
c) musical notes — Jammin (Taskset)
d) moon gates — Exodus:Ultima III (US Gold)
e) radioactive seaweed — Seaside special (Taskset)

7) Now get out of that!
This proved to be the deciding question as it quickly separated the adventurers from the lemmings.

The question posed the problem of being trapped on a ledge with nowhere to go. Behind you a hungry dragon was awaiting your return through a narrow gap and infront of you was a bridge across a chasm over which a goblin war party was crossing. This was a particularly nasty war party as it also included some orcs, flown in especially, by wyvern, to cut you into little pieces.

Some of you brave adventurers opted for the runaway tactic, back towards the dragon, where they were promptly eaten.

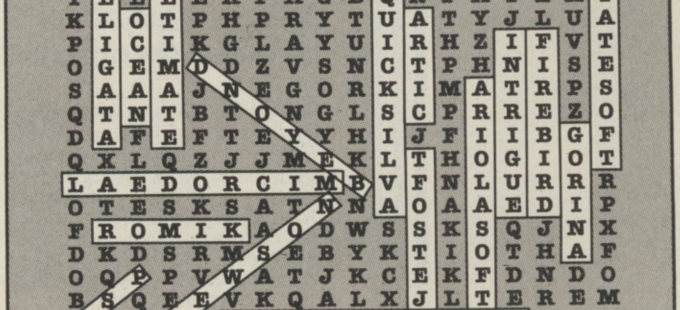
The rest of you looked to the corpse of the warrior for the answer, and fell straight into the trap. Several important clues were hidden in the description of the warrior.

The sword that killed him was his own (the design on the pommel was the same as the one on his helmet) and it could also cut through steel (the hole in the breast plate. Normally warriors don't go around killing themselves without a reason. The reason this time was the ''curious black rod'' from which magic emanates. This is infact a rod of despair and anyone picking it up will either kill themselves with the sword or calmly step off the edge and plummet into the chasm.

Some entrants from the more imagintive readers had the rod responsible for all sorts of things including the creation of a crystal bridge! Unfortunately this wasn't the case or the warrior wouldn't have killed himself.

Two further clues could be gleaned from the description, one the construction of the bridge and secondly that the orcs were waving both their swords and their shields and therefore couldn't hold on to the bridge.

The bridge is suspended across the chasm by two steel wires with two additional wires forming hand rails. Consequently all you had to do was either cut the two supporting wires or either the two lefthand or righthand wires. The bridge would collapse sending the orcs to their death. Then you could clamber across the remaining two wires to safety. Obviously you needed the sword to cut the wires which you might as well keep with you (since its magical) for your further adventures.



5) Wordsearch.

```
N T F O S N R O C A X B P C O Y J M
K T F O S A M A L L H L J O P C J S
C A C U F G A U D I O G E N I C V S
I L L L E K F A G B Q N F A T L A T
K L O T P H P R Y T U A T Y J L U A
P I C I K G L A Y U I R H Z I F V T
O G E M D D Z V S N C T P H N I S E
S A A A J N E G O R K I M A T R P S
Q T N T B T O N G L S C P R R E Z O
D A F E F T E Y Y H I J F I I B G F
Q X L Q Z J J M E K L T H O G I O T
L A E D O R C I M B V F N L U R R R
O T E S K S A T N N A O A A E D I P
F R O M I K A O D W S S K S Q J N X
D K D S R M S E B Y K T I O T H A F
O Q P P V W A T J K C E K F D N D O
B S Q E E V K Q A L X J L T E R E M
S R U H N A C T I V I S I O N U V P
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Not only are we saving you the rush to get a copy before your friends nab the last one but were also giving you the opportunity, to UK readers, to buy two Beyond games for the ridiculous price of only £1.50 each.

Don't miss out! make your selections from the boxes of Beyond software (only one game can be chosen from box B) and complete the form below. Then send it along with your cheque or postal order for £18.20 to **Computer Gamer (Subs Offer), Argus Specialist Press, No. 1 Golden Square, London W1R 3AB.**

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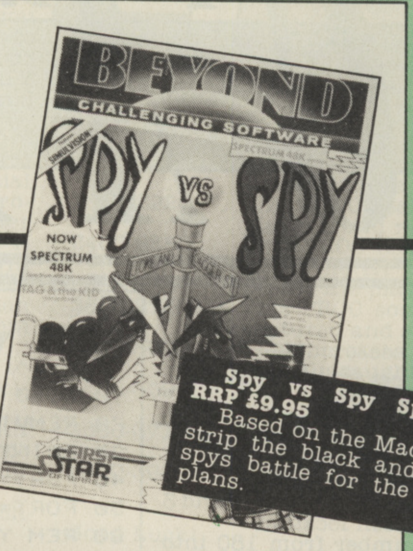
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INTO GAMES

By R P Newman

Hello again, Did you enjoy the hi-res last time? I hope so. Anyway, this month we have part 2 including those hi-res programs I promised you.

Firstly, Program 1 for the Vic. This is a variation on the game I gave you last month. you are the ship at the top of the screen and you use Z and ? to move left and right. You avoid the alien with short arms, but you may dock with the arm docker or with the skull like fuel dump. This is how it works:

10	Set your score to 0.
20	Is a REM
30	Clears the screen
40	Enters the character set into UDG Mode
50	Reads the data for the UDGs
60-140	Data for UDGs
150	Sets screen to black. Puts in UDG mode
160	Screen location for your ship
170	Pokes your ship at that location
180	Chooses a random number between 1 and 3
190	Chooses a random screen location
200	Pokes the random number from 180 into the random screen location from 190 If the random number is 1, then it is an alien ship If the random number is 2, then it is a docker If the random number is 3, then it is a fuel dump
210	Gets the key input
220	If the key input is Z then it moves your ship to the left
230	If the key input is ? then it moves your ship to the right
240	Repositions your ship
250	If the character underneath your ship is an alien, then it jumps to line 1000
260	Increases your score by 5 points when you dock with a docker
270	Increases your score by 10 points when you dock with a docker
280	Increases your score by 1 point and jumps back to continue the game and scrolls up
1000	Clears the screen
1010	Prints "YOU BISHED"
1020	Prints your score
1030	Asks you if you want another go
1040	Gets the key input
1050	If you answer yes, then starts the program again
1060	If the answer is no, then jumps back to line 1040 to re-get the input
1070	Ends the program

```
10 SC=0
20 REMVIC
30 PRINTCHR$(147)
40 FORT=0TO511:POKE7168+T,PEEK(32768+T):NEXT
50 FORT=7168TO7199:READA:POKET,A:NEXT
60 REM YOUR SHIP
70 DATA16,186,124,16,56,124,56,16
80 REM ALIEN
90 DATA0,0,195,153,90,189,24,24
100 REM DOCKER
110 DATA165,66,66,36,24,60,90,129
120 REMFUEL DUMP
130 DATA60,126,219,255,231,126,36,60
140 REM START GAME
150 POKE36879,8:POKE36869,255
160 A=7691
170 POKEA,0
180 Z=INT(RND(1)*3)+1
190 X=INT(RND(1)*506)+7680
200 POKEX,Z
210 GETA$
220 IFA$="Z"THENA=A-1:POKEA+1,32
230 IFA$="/"THENA=A+1:POKEA-1,32
240 POKEA,0
250 IFPEEK(A+22)=1THEN1000
260 IFPEEK(A+22)=2THENSC=SC+5
270 IFPEEK(A+22)=3THENSC=SC+10
280 PRINT:SC=SC+1:GOTO170
1000 PRINTCHR$(147):POKE36869,240
1010 PRINT"■YOU BISHED !!"
1020 PRINT:PRINT:PRINT:PRINT"YOUR SCORE:"SC
1030 PRINT:PRINT:PRINT"WANNA NOTHER GO? (Y/N)"
1040 GETA$
1050 IFA$="Y"THENRUN
1060 IFA$<>"N"THEN1040
1070 END
READY.
```

Now for the 64, program 2 — Draw squares or rectangles. This one will draw a square:

10	Is a REM
20	Sets into hi-res mode
30	Clears screen
40	Sets a value for the "x" row
50	Draws top line
60	Draws right line
70	Draws bottom line
80	Draws left line
90	Keeps program on screen

```
10 REM64 HI-RES
20 POKE56576,150:POKE53272,8:POKE53265,59
30 FORI=24*1024TO32*1024-1:POKEI,0:NEXT
40 X=50
50 FORY=100TO150:POKEX*1024+Y,1:NEXTY
60 FORX=50TO100:POKEX*1024+Y,1:NEXTX
70 FORY=150TO100STEP-1:POKEX*1024+Y,1:NEXTY
80 FORX=100TO50STEP-1:POKEX*1024+Y,1:NEXTX
90 GOTO90
READY.
```

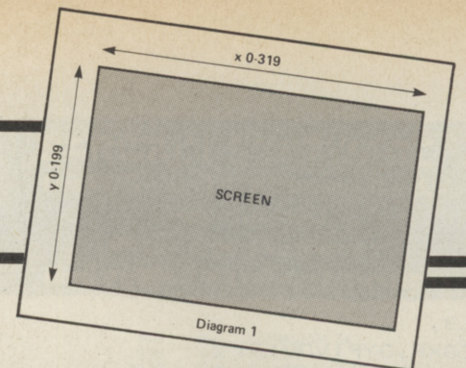


Diagram 1

On the screen here are from 0 to 319 pixels on the "x" axis and 0 to 199 pixels on the "y" axis (see Diagram 1). To alter the program to a rectangle, just increase the second value in line 60 and 90. These will increase the length of the line along the "x" axis and you will have a perfect rectangle.

And now, one for the BBC or Electron. This is a program 3, in which you are the frog and you have to catch the flies, before your time runs out. Use A and Z for up and down, and N and M for left and right.

10-660	Initialises procedures and loop. PROCs are similar to GOSUBs, and PROCs need special names; e.g. PROCinstructions is the procedure for Instructions. The computer searches through the memory until it reaches DEF PROC Instructions and will then carry out then carry out the PROC until it reaches the END PROC. It then returns to the PROC systems and goes from there.
1000-1100	PROC Instructions : this is the PROC to print up the instructions in colour on a coloured background.
1200-1265	This PROC gives a White background with green fir trees which creates a Forest effect
1300-1340	This PROC deals with defining the alien fly which your frog has to eat.
1400-1440	This frog defines the player's frog which has to eat alien flies.
1500-1750	This PROC gives the start position for the player and also sets the aliens, score and time variables
1800-2220	This PROC deals with movement, both the player's and random alien movement
2400-2550	This PROC checks whether the frog captures the fly in time or whether the fly passes the player
2600-2750	This PROC sounds a trill when the fly is captured and also erases the fly
3000-3090	This increases the player's score by 10 for each fly caught
3500-3595	This PROC prints up your score and your time remaining
3600-3710	Checks for the end of the game when you let three flies pass or your run out of time
3800-3930	Gives a polite stop to the game and asks if you want another go.

Good Luck!

```
10 REM
60 MODE2
100 PROCINSTRUCTIONS
140 PROCBACKGROUND
180 PROCALIEN
220 PROCPLAYER
260 PROCSTART
300 PROCMOVE
340 PROCCHECK
380 IFHITTHENPROCEXPLODE
420 PROCSCORE
460 PROCTIME
500 PROCSTATUS
540 PROCFINISH
580 IFNOTFINISHTHEN300
620 PROCGAMEOVER
660 GOTO140
1000 REMINSTRUCTIONS
1025 DEFPROCINSTRUCTIONS
1030 COLOUR132:COLOUR7:CLS
1035 LEFT=FALSE:RIGHT=FALSE:DOWN=FALSE:UP=FALSE
1045 VDU5
1050 MOVE200,900:PRINT"INSTRUCTIONS"
1055 MOVE200,900:PRINT"____________"
1060 MOVE0,800:PRINT"USE N TO MOVE LEFT":LEFT=TRUE
1065 MOVE0,700:PRINT"USE M TO MOVE RIGHT":RIGHT=TRUE
1070 MOVE0,600:PRINT"USE Z TO MOVE DOWN":DOWN=TRUE
1075 MOVE0,500:PRINT"USE A TO MOVE UP":UP=TRUE
1090 MOVE0,100:PRINT"PRESS A KEY TO START"
1095 A$=GET$
1100 ENDPROC
1200 REM BACKGROUND
1230 DEFPROCBACKGROUND
1235 BACK=7:GCOL0,128+BACK:CLG
1240 VDU23,128,16,56,56,124,124,254,254,16
1245 GCOL0,2
1250 FORI=1TO40
1255 MOVERND(1280),RND(1024):PRINTCHR$(128)
1260 NEXTI
1265 ENDPROC
1300 REM ALIEN FLY
1330 DEFPROCALIEN
1335 VDU23,130,36,24,60,90,153,165,195,0
1340 ENDPROC
1400 REM FROG
1430 DEFPROCPLAYER
1435 VDU23,131,129,90,60,24,36,66,66,125
1440 ENDPROC
1500 REM START/RESTART
1550 DEFPROCSTART
1560 ALIENS=10
1570 SCORE=0
1580 TIME=1001
1600 REMSTART FOR PLAYER
1630 YP=960:XP=40
1690 MOVEXP,YP:GCOL0,1:VDU131
1700 OXP=XP
1710 OYP=YP
1720 DEAD=TRUE
1730 PAST=0
1740 FINISH=FALSE
1750 ENDPROC
1800 REM MOVE
1850 DEFPROCMOVE
1860 IFNOTDEADTHEN1930
1870 YA=990:XA=RND(1248):OXA=XA
1880 DEAD=FALSE
1890 GCOL0,1:MOVEXA,YA+10:VDU130
1900 REM MOVE FLY
1930 GCOL3,1
1940 MOVEOXA,YA+10:VDU130:MOVEXA,YA:VDU130:OXA=XA
1950 YA=YA-10:IFYA=0THENDEAD=TRUE:PAST=PAST+1
1960 IFDEADTHENMOVEOXA,YA+10:VDU130
1970 XA=XA-20+RND(3)*10
1980 IFNOTFIREANDXA>XPTHENXA=XA-10
1990 IFNOTFIREANDXA<XPTHENXA=XA+10
2000 IFXA>1248THENXA=1248
2010 IFXA<0THENXA=0
2020 REM MOVE CHARACTER
2040 REMLEFT RIGHT
2070 IFLEFTANDINKEY(-78)THENXP=XP-10
2080 IFRIGHTANDINKEY(-77)THENXP=XP+10
2090 REMUP DOWN
2095 IFUPANDINKEY(-65)THENYP=YP+10
```

```
2100 IFDOWNANDINKEY(-90)THENYP=YP-10
2120 IFXP<0THENXP=0
2130 IFXP>1248THENXP=1248
2140 IFYP<0THENYP=0
2150 IFYP>1240THENXP=1240
2160 IFOXP=XPANDOYP=YPTHEN2200
2170 GCOL3,1
2180 MOVEOXP,OYP:VDU131
2190 MOVEXP,YP:VDU131
2200 OXP=XP:OYP=YP
2210 IFINKEY(-99)THENKEY=TRUEELSEKEY=FALSE
2220 ENDPROC
2400 REM CHECK FROG
2460 DEF PROC CHECK
2465 TIME=TIME-10
2470 HIT=FALSE
2480 GCOL3,1
2490 FORI=OXPTOOXP+64STEP8
2500 FORJ=OYPTOOYP-32STEP-4
2510 IFPOINT(I,J)<>BACKTHENHIT=TRUE
2520 NEXTJ
2530 NEXTI
2540 MOVEOXP,OYP:VDU131
2550 ENDPROC
2600 REMTRILL
2660 DEFPROCEXPLODE
2670 SOUND1,-15,0,1:SOUND1,-15,50,2
2680 SOUND1,-15,5,1:SOUND1,-15,100,2
2700 REM ERASE FLY
2730 MOVEOXA,YA+10:VDU131
2740 DEAD=TRUE:ALIENS=ALIENS-1
2750 ENDPROC
3000 REM SCORE
3060 DEFPROC SCORE
3070 IF NOT HIT THEN3090
3080 SCORE=SCORE+10
3090 ENDPROC
3200 REM END GAME
3250 DEFPROC TIME
3260 ENDPROC
3500 REM STATUS DISPLAY
3525 DEFPROC STATUS
3530 VDU4:COLOUR128+BACK:COLOR7-BACK
3535 REM DISPLAY SCORES
3550 PRINTTAB(5,0);"SCORE:";SCORE
3560 REM DISPLAY TIME
3570 PRINTTAB(0,0);"T:";TIME
3600 REM CHECK END
3650 DEFPROC FINISH
3680 IFPAST=3THEN FINISH=TRUE
3690 IFTIME=0THEN FINISH=TRUE
3800 REM FINISH
3810 DEFPROC GAMEOVER
3820 GCOL0,132:GCOL0,7:CLS
3890 PRINT"WOULD YOU LIKE ANOTHER GAME (Y/N) "
3900 A$=GET$
3905 IFA$="Y"THEN RUM
3910 IFA$<>"N"THEN3900
3920 VDU4,20,12:END
3930 ENDPROC
READY.
```

```
5 CLS
10 FORN=1TO6
15 INK N
20 PLOT50,50:DRAW115,115
30 NEXT N
READY.
```

For the Spectrum, let's look at Program 4. This is just fun to watch. It will draw a pattern on the screen and then draw over in a different colour. Short but sweet. Let's see how it works.

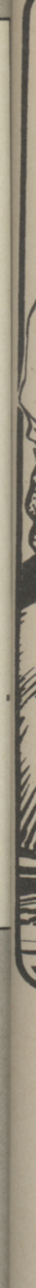
5	Clears the screen
10	Sets up a for-next loop to incorporate all six colours
15	Sets the colour according to N (see line 10)
20	Draws the pattern. There are eight 0s. I will leave you to experiment with changing the numbers.
30	Goes back to continue

```
10 GRAPHIC 2
20 COLOR1,1
30 A=INT(RND(1)*319)
40 B=INT(RND(1)*199)
50 DRAW1,A,B
60 X=INT(RND(1)*319)
70 Y=INT(RND(1)*199)
80 DRAW0,X,Y
90 GOTO30
READY.
```

And for the C16, a short routine (Program 5) that will plot and unplot a different random point on the screen. It is quite nice and this is how it works.

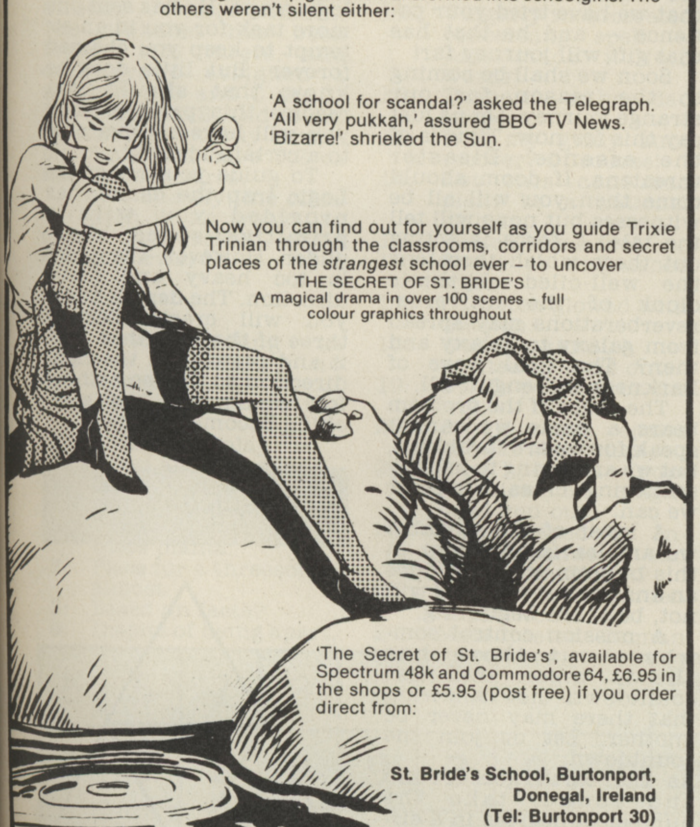
10	Puts it into Graphic Mode
20	Sets the colour source
30	Chooses a random number, it will be for x (along)
40	Chooses a random number, it will be for y (down)
50	Plots these points on the screen
60-70	Chooses the random numbers for the unplot (see 30 and 40)
80	Unplots the new random point chosen
90	Goes back to 30 for more plots

Like it? I hope so.



ST. O'TRINIANS!

That's what one paper called St. Bride's – the famous school where grown-up girls are transformed into schoolgirls. The others weren't silent either:



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P·U·Z·Z·L·E·S

WE THE GUARDIANS

Greetings Earthlings: It is we, The Guardians, with another bulletin. Our signal is weak — we have little time, we hope you have survived so far and are still with us.

After escaping from the Lords of the Void in your last encounter, you are hurled through the slit in Time that takes you into another dimension. Fragments of the past and future flash by your mind until you see, whirling in the vast Emptiness, the open Logic Box. Devised by the soul of a galactic riddler you are challenged to go through the Box and discover its true meaning. The riddler has created a device to conceal the message by sending you down and up and from side to side (but not diagonally).

Perhaps it is a trap to lure you into an endless eternity of wandering? As time is whittled away, you will, and be frank with yourself, will you crawl out beaten or stride out triumphant?

The rules of the Logic Box are simple: read the letters to form sentences by going down, up or from side to side. All the letters are used only once. Are you the **one** to find **the way**?

Are you still with us, then we conclude that you are strong. You will see that we have tried your patience — and he that has that gift will journey far!

Soon we shall be coming to the reason for our strange journey. Let us just say this for now: Time is of the essence. Disaster threatens. If doom should come then you will all be witnesses but none will tell the tale. A force is acting out there which threatens the well-oiled rhythmic clock of the universe; reverberations may spread from galaxy to galaxy and then? The tidal wave of Darkness will engulf All.

The cause of the problem bears a name we cannot speak for we are forbidden, but we are trying to help by scattering clues wherever we can.

A letter of the alphabet we are leaving for you in this bulletin will introduce an answer but will, and will not, be at the beginning.

A mission control somwhere out there has already begun the next countdown not knowing that there may never be another. Let us join the countdown:

As the earth goes round and round, take the number of degrees in a circle and add a dozen. With this number add the:

number of commandments
number of people your God created
days in a normal year
weeks in a year
days in a week
hours in a day
minutes in an hour
seconds in a minute
years in a decade
years in a century
years in a millenium

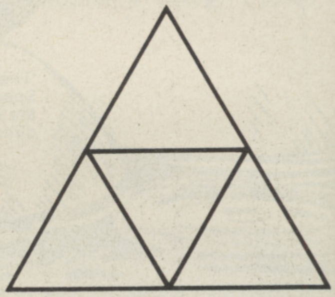
____________ SCORE: 150

total ____________

This number that has been revealed is a magic number — store it.

The galactic demon is angry that you are managing to travel through his logic traps. He has sent one more task for you in an attempt to keep you chained forever. But little does he know that should you resolve this problem then you will have another clue to a certain identity.

To guide you out of the Logic trap the demon has provided you with a primitive space hang-glider. However, the glider is too heavy and needs direction. The demon hopes you will crash. Remove three of the bars that form it and point it in the right direction so that something for which you are searching becomes clear.



You have been tested and found good. Now take the space glider and disappear for the time being; others are following close behind and they are not all to the Good.

We must go now. Until our next bulletin, we The Guardians say farewell.

▼ ENTRY

EXIT ▲

T																															D
U	E	A	N	D			H	E	L	O	G	I	C					N	G	C	U	T	T	H			W	H	I	C	I
M	M	A	P	S			T	F	H	T	K	O	B					O	C	I	G	O	L	E			D	N	A	H	Y
B	I	C						O	E	G	A	T	H	I	R	O	F	R	I	O	T	A	N					T	?	M
L	T	E	Y	O			E	B	K	N	N	O	E	F	S	T	I	W	N	T	W	O	D	P			H	A	A	N	E
I	H	O	C	U			W	Y	E	I	A	T	U	O	Y	S	T	E	B	T	E	C	A	L			S	P	H	O	R
N	G	M	E	B			E	L	A	K	E	L	D	L	D	K	W	R	D	H	I	D	O	N			A	E	W	W	O
G	N	E	E	N			H	I	T	I	R	U	O	E	A	I	T	I	L	E	L	U	P	T			N	O	F	S	T
T	O	N	A	T			T	E	N	A	I	E	C	H	C	N	U	G	U	O	O	B	E	H			R	E	T	T	A
H	R	G	L	E	D	I	N	S	I	L	V	W	W	H	I	D	B	H	T	W	X	T	O	R	E	V	E	A	L	A	P

SCORE 300

As crosswords go, this one is pretty straightforward — the answers are there already . . . well. almost. The alphabet has been broken into threes, and each group assigned a number; A,B and C are 1; D,E and F are 2, and so on. To make it exactly divisible, for 9 you have Y,Z or the blank squares.

Unfortunately, the clues are given in no particular order. It's really quite straightforward!

CLUES

1: A secret meeting — in the embassy, no doubt.
2: Half a perculiar twitch.
3: Exploit, in play.
4: Cares about the land.
5: How rhymster performs handstand?
6: Type 3 current in these plants.
7: Place for a threesome, almost.
8: Based on facts?
9: Inspite of being apart, establishment.
10: Many given the bird — how cowardly.
11: Vulgarly incarcerated concerning spell — just made it (4,5 words)
12: Timber! — or how dad renders it.
13: Will my giddy aunt recover? Of course!
14: Let this confused plant be a national emblem.
15: Twitch like a fool.
16: Shout at unfinished colour.
17: How Ken glowed with the Gen.
18: Was overdue — wanted to come out.
19: Up the pole and on the trot.
20: Group which repairs guns in the Orient.
21: New person from American city might bowl you out.
22: Viola played by Inland Revenue — can you stomach that?
23: Cast off in the garden — she would, too!
24: Maladjusted Roman apprentice is quite ordinary.
25: Three wheels on my wagon?
26: Some modesty displayed in the poet's work?
27: Desert carriage used by pest controller.
28: Internal aerobics interrupted by raven.
29: Frivolous objection in an Inca village.
30: Butter up Chinese creature, I hear.
31: Coming for the painter to face opposition.
32: Like value of uniform.
33: Put down the salesman, the engineer and the Nazi.
34: Car feature to rub out.
35: Subject, for example in perjury.
36: With it in golf stroke — makes one flush!
37: Baby bird — almost fashionable.
38: Baby animal — always in service.
39: Treads unsteadily — which looked hard.

5	5	7	8	3	7	3	7	7	1	5	2	3	5	3
1	9	3	9	9	3	9	3	9	9	5	9	5	9	2
7	6	3	1	9	1	4	2	9	1	6	1	8	2	5
7	9	7	9	5	9	5	2	2	9	5	9	2	9	7
6	1	7	7	6	1	6	9	8	9	1	1	6	2	7
1	9	4	9	4	9	2	6	7	1	4	9	7	9	9
4	3	2	3	2	9	9	9	2	9	9	4	2	6	4
4	9	9	9	6	2	6	6	2	7	7	9	9	9	5
9	2	4	4	9	9	1	9	9	9	7	7	6	1	5
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1	9	2	9	7	9	1	1	7	9	2	9	3	9	2
1	5	6	1	3	2	9	3	1	6	2	8	5	5	2
7	9	2	9	1	9	9	3	9	3	9	9	4	9	3
3	5	7	3	2	5	3	1	4	5	2	7	3	5	2

1 = A,B or C
2 = D,E or F
3 = G,H or I
4 = J,K or L
5 = M,N or O
6 = P,Q or R
7 = S,T or U
8 = V,W or X
9 = Y,Z or ■

•R•E•V

Here is a guide to the symbols used to illustrate the game reviews.

Eecaans Star Guide

Black Hole —	●	This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.
White Dwarf —	◒	This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.
Bright Star —	○	Like your sun, games given this description will be bright and interesting and will support intelligent life.
Red Giant —	⌖	Brighter than a bright star such a game will have an outstanding feature or game system.
Nova —	☼	If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.
Supernova —	✹	This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!
Nebula —	◌	Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pacman.

Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Game symbols.

These symbols indicate which category the game belongs in. It is however possible for a game to be in more than one group in which case more than one symbol will appear by the review.

Adventure
Action
Simulation
Strategy
Sports
Wargame.

Number of players minimum/maximum

Joysticks required/optional.

Title:	**Beach-Head II**
Computer:	**Commodore 64**
Supplier:	**US Gold**
Price:	**£9.95**

Beach-head II like its predecessors, Raid Over Moscow and of course Beach-head, is a multi-screen, arcade, wargame but this time for one or two players.

In the first stage you must parachute your men into the battle from your helicopters. Unfortunately the Dictator, known as the Dragon to his friends, has a rather large machine gun with which he attempts to gun you down.

Those that land unscathed behind the first wall have to advance to the second. Any caught in the Dragon's sights will be cut down and will probably yell "I'm hit", "Medic" or just "AAARGH" as they bite the dust.

Any men that have survived the carnage so far are volunteered to attack the gun itself. Some are really lucky and are sent quite literally over the wall to act as decoys (which really means dead ducks) while another heads for the gun.

You can if you like throw a grenade at the gun but since you have to stand right in front of it to throw the grenade this tactic is strictly for those without long term plans. Besides, even if you destroy the gun it is soon replaced by another — you have to capture it by sneaking someone right past its gun barrel. Should you manage to seize the gun you progress onto the next stage.

Here the tables are turned as you see the Dragon's macinegun against his own men as they try and kill the prisoners you are trying to rescue.

One by one the prisoners must cross a courtyard where the dragon literally throws everything he's got at you. To protect the prisoners you will have to shoot men off the top of a wall (who drop rocks on their heads), destroy tanks that will run over them, trucks with machinegunners to shoot them down and men who appear through trapdoors that lay mines in their path.

Those that you save you must ferry out by helicopter in the next stage of the game.

This is a Zaxxon style of game where you must fly under bridges and along roads while avoiding the fire from the gun emplacements, tanks and mines of the Dragons defences. You are allowed a total of six helicopters to carry the hostages which gives you a fighting chance to get at least some through to get a decent score.

The final level is a man to man battle between the Dragon and Commander Stryker (the young, dynamic, all American, leader of the allies) across an underground river.

Here the action involves throwing pointed sticks at each other until one takes the plunge. Nine such contests are fought before a winner (albeit a wet one) is found.

This level is best ignored as it seems totally unconnected with the other three.

Beach-head II's strongest feature is its two player option which transforms the game from being yet another "Raid over Beach-head" to a challenging contest.

In places the games graphics are crude particularly in the courtyard but this is balanced by the excellent animation of the allied soldiers in the initial assault. My particular favourite is as they climb over the wall. The graphics are accompanied by gunfire and explosions and a selection of screams and yells which some may find distasteful.

The final screen is undoubtably padding but even ignoring this there is so much packed into the game that I can't fault its value for money.

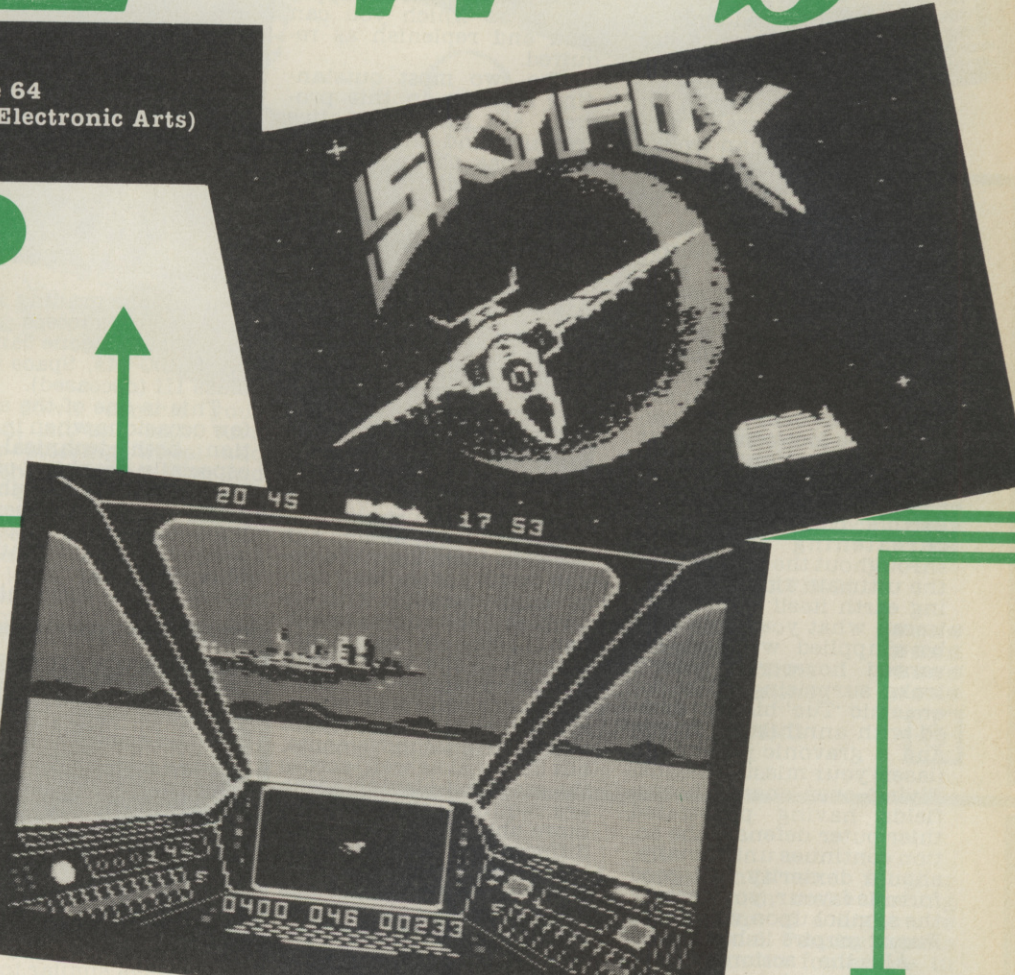
TH

PLANET RATINGS

Originality	●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING ○
Bright Star

Title:	**Sky Fox**
Computer:	**Commodore 64**
Supplier:	**Ariolasoft (Electronic Arts)**
Price:	**£12.95**



Rarely do you come upon a game that has such quality as Sky Fox. The game takes up about 60K of code on a disk although a tape version is planned, and takes a vast amount of time to load — up to 5 minutes on disk!

The game is based around baddies (it is not made clear whether they are terrestrial or alien) attacking your base and various installations of yours. The enemy attacks at low level with motherships — which look like huge flying saucers — and waves of ground tanks. The motherships launch the tanks so it is good tactics to wipe out all the motherships first and then take on the tanks.

What you take on the baddies with is your Skyfox fighter plane. This seems to be able to do everything from hovering to 3000 mph full flight. The screen (cockpit) display is excellent with instruments up and the 3D effect control section with instruments and dials everywhere. The main radar display sits in the middle at the front and this is what you consult most regularly. There are two options available with this.A sort of forward view with a sight which helps with height estimation. However the default setting of a bird's eye view is the best as it allows you to see whoever is behind you.

Whilst your base is still active you can call upon the base computer to supply you with help and status information, also a map of the combat area with all of your foes colour coded.

The computer display swings out a la Macintosh style and is a good effect. You use this screen to navigate by using the autopilot. The autopilot will get you to a specified area or to the nearest enemy at top (3000 mph) speed. The problem is that at this speed you tend to overshoot due to the time spent slowing down.

Once an enemy is located you can use one of your three weapons, the lasers for general use and knocking down the tanks, the radar guided missiles for the motherships and the fighters, and the heat speakers for the fighters. The guns will knock out anything, but they take some time to use on the motherships due to their armour. Missiles are limited to five of each type, and tend to be inaccurate, you have to aim them very close to the target to be sure of hitting it first time, if it misses it will just circle around until it hits.

You can land on your base to refuel and rearm — if it still exists!

Climbing up to the cloud layer makes the screen go blank (clouds of course) and the machine lock up. It then takes a couple of minute to fly through the cloud layer, actually it is accessing the disk for the other aspect of the game — air to air combat. This can be very exciting and is not for the novice, also make sure you are fully repaired as the bad guys seem to have their total air superiority and huge numbers of them try to zonk you. With enough vigilance and determination (and practice) you can do it though. The best plan is to take out the motherships with lasers, then you can conserve the missiles for later use.

The options of the game are vast. There are the usual difficulty settings for the game, and a large number of scenarios from training missions to 'large scale invasion' — not very nice at all, to the interesting patterns of 'the wall', 'alamo', and 'cornered'!

Overall this is one of the best Commodore 64 games out. I hope they manage to get it onto tape or a lot of people will be very disappointed — or Commodore disk drives will increase in sales! Brilliant is all that I can say.

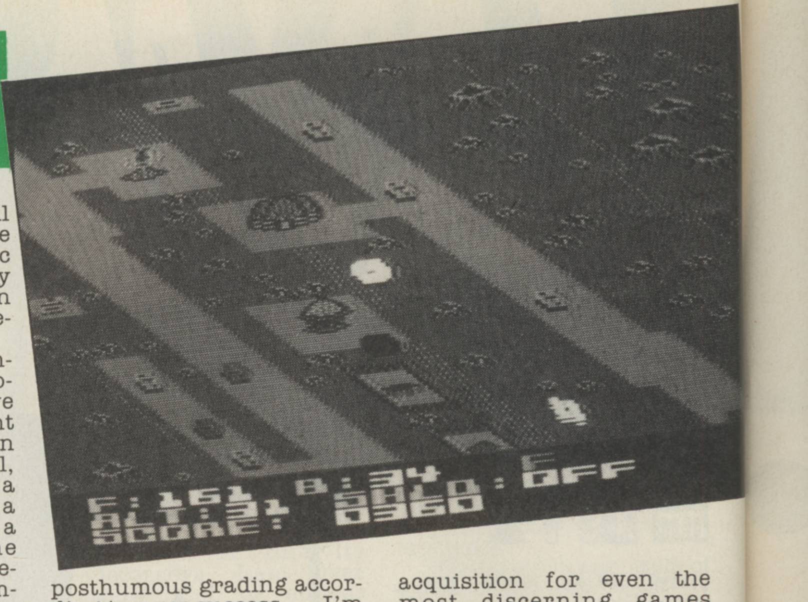
MR

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING
Supernova

Title: Blue Max 2001
Computer: Atari, C64
Supplier: US Gold
Price: £9.95



Originally released only a year ago in America by Synapse Software Company, it is perhaps some indication of the regard in which this program was held when less than twelve months later British Atari and C64 owners are afforded the opportunity of enjoying it also. This 'Blue Max' of the twenty first century, whilst holding faith with the original of the same name, is closer to 'Zaxxon' in game play — and that in itself is almost recommendation enough.

In the program you are Max Chatsworth IX following in the footsteps of your illustrious ancestor. The evil Furxx empire have established a base on one of earth's colonies and are threatening to spread throughout the galaxy with the ultimate aim of capturing earth itself — needless to say what your role is to be! Supplied with an advanced hovercraft (which looks surprisingly like an anaemic 'Tuc' biscuit) armed with annihilator bombs and a gravonic penetrator (laser) your mission begins. Flying over enemy hoverfields having penetrated thier outer defenses the action continues until finally, should dexterity and good fortune favour, you destroy the symbol upon which the Furxx empire is based.

All the action occurs within one screen width and the screen scrolling, which is very smooth indeed, moves diagonally downwards. With speed and omni-directional control your hovercraft begins its attack run swooping down upon radar installations, transport, bridges and encampments bombing and strafing as you go. With a shadow beneath your craft and the cratered landscape all around the picture is superbly drawn with very high resolution graphics. Sustaining hits from ground and air based forces is reflected through colour codings both within your craft and along the status bar which occupies the lowest few inches of screen display; these will leave you in no doubt of the wisdom in the strategic placement of rebel supply dumps at which you can land and replenish as required.

The two most outstanding features in this program are the imaginative graphics and the thought which has obviously been given to technical detail, both of which give rise to a realism which could see a cult following develop in a very short time. The graphics will most adequately speak for themselves and the technicalities, such as specific strafing height, fuel leaks, damaged bomb gear and reduced manoeuvrability when damaged to mention but a few, will cause even the most hardened Zaxxon disciple to sit up and take notice.

Everything from the selection from the multi option display to the total control of your craft is with the joystick, the only exceptions being to commence battle and the very useful freeze option. A good joystick is definitely recommended as not only vertical and horizontal movements, but diagonal as well, across the scrolling playing arena are required; therefore the more ably the joystick can differentiate between them the more successful you will be. Another must has to be that of a colour TV or monitor, so much information is given through the use of colour that, although a black and white set may not prove to make your task impossible, it will certainly place the odds even more with your already capable adversary.

A word or two of advice when starting may be useful, as the one life allotted to you may be otherwise quite brief; select to 'land' on the 'Terrain Sequencer' rather than 'bomb' it as dive bombing is quite a skillful art and the encouragement given by encountering a seascape terrain as opposed to a land based one may well serve to revitalise aching brain and muscle. The yellow aerial alien will become your most hated and frustrating opponent so destroy him whenever you can, plus he carries a high score with him.

It's unfortunate that the customary high-score table is missing and that the program is quite difficult even in the early stages but at least you leave with a posthumous grading according to your success . . . I'm sure that someone can beat my 2,300 pts, Space Cadet Class III (deceased).

This is one of the all too few occasions when innovation both technical and especially graphical cannot be adequately described in a few words on paper so I hope it is sufficient to conclude by saying that Blue Max 2001 by Rob Polin would be a very valuable acquisition for even the most discerning games player.

AP

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova

Title: Thing on a Spring
Computer: Commodore 64
Supplier: Gremlin Graphics
Price: £8.95

Thing on a Spring is in some ways similar to a ladders and platforms game in as much as there is only one correct way around the game. However the stunning originality of the game and the marvellous graphics more than make up for the old style of gameplay.

Your little springy thing must bounce around connected multiple screens. The main problem is to keep up your oil supply. If this runs down you will die. Oil is used upon collision with any of the surrounding attacking objects, they don't really attack, they just wander around in set, and sometimes not so set, patterns. These objects have constantly changing appearances. On entering a room you may at first be acosted by a rampant Pac-Man, but another entry may result in a roaming pussy cat!

En route you can find extra oil cans that will replenish your rapidly diminishing supply. There are also objects that will help you finish certain screens, like a device to make the escalators work, another thing that bounces you around the screen, etc. You will also find pieces of the object needed for the final showdown with the bad guy. I never got anywhere near that far, the first four screens were enough for me!

The graphical effects are superb, as I have already mentioned, with Gremlin Graphics' usual style of presentation throughout. The sound is also of a high quality with some good original music playing throughout the game.

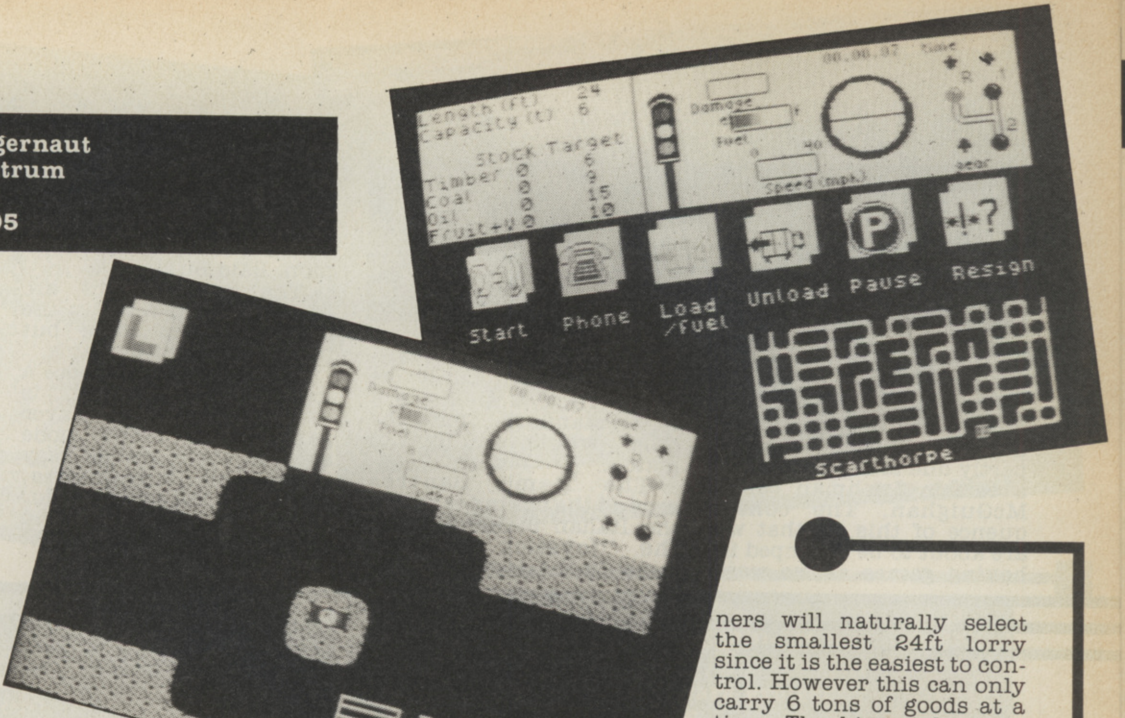
The problem with this game is that it just defies description. So all I can say is that I think that it is very good, but have a look at it if you are going to buy it. But that can't be a bad thing.

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Nova

Title: Juggernaut
Computer: Spectrum
Supplier: CRL
Price: £7.95



If you're tired of the usual run of the mull type of flight simulators you should take a look at Jack Knife as its the first ever Juggernaut simulation.

In it you play a lorry driver employed by Grotweed and Grumble to deliver or collect tons of coal, oil, fruit and veg and timber. The actual amount of goods you need varies from game to game, as does the map of the town.

However before you start your deliveries you will need some driving practice. This is selected from a menu of icons which also allow you to change the size of your lorry, load and unload your container or quit the game.

In practice mode you choose to improve your skill on the open road or roundabouts and cross-roads and most importantly practice parking in a loading bay.

Once you're an ace trucker you can start the game. You control your lorry either by joystick or user-defined keyboard. Whichever you choose up and down control your speed, left and right turn your steering wheel and fire changed gears (1st, 2nd and reverse). These controls are displayed on the top part of the screen. Also displayed is your current fuel level, damage sustained and time of day. To the left of the control panel is a list of the goods you have to collect and below the part of the map that you are currently in.

Damage is caused by driving over pavements, buildings roundabouts and so on and must be paid for, out of your score, at the end of the game. You score points for everything you successfully deliver and a bonus can be earned if you complete your journeys within the time limit.

All this makes the choice of lorry size crucial to your success in the game. Beginners will naturally select the smallest 24ft lorry since it is the easiest to control. However this can only carry 6 tons of goods at a time. The biggest lorry is almost twice as long but can carry 15 tons at once meaning that you will have less journeys to make.

One final tip for budding truckers, watch your speed as any speeding fines are also deducted from your score. **TH**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Red Giant

Title: Jump Jet
Computer: Commodore 64
Supplier: Anirog
Price: £7.95

Anirog's first flight simulator was Flight Path 737 and it now shows its age against this their latest offering.

Vertical take off and landing (VTOL) aircraft have always fascinated me and this simulator gives me a chance to get a taste of flying the real thing. As far as is feasible this is a true imitation of the Harrier, and so it should be because the programmer used to fly one.

The simulation starts on the deck of an aircraft carrier (near the Falklands?) and the idea is to take off, engage enemy planes and then return to refuel before going out on another sortie. Not as easy as it sounds.

Taking off is far easier than in Flight Path and simply by following a few simple rules success is guaranteed. The problems start when you wish to land. The instruction manual strongly recommends that you practice landing before going on to engage the enemy and I'll drink to that (she'll drink to anything — Ed).

Landing involves dropping around 50 feet when the screen display changes from a forward view through the cockpit window to a split screen view of the VTOL and the carrier. One gives the view from the side and the other gives a view from in front. With the landing platform highlighted in both views, the skillful pilot can accurately position the jet above the platform and land (anyone know where I can find a skillful pilot?).

Having mastered the gentle art of landing, you are ready to try a maiden flight. The highly instructive manual gives the technical details of how a VTOL repositions its engines to fly forwards and backwards and the simulator gives you a chance to put the theory into practice.

The control panel display has a very useful radar screen alongside the usual fuel and speed controls. A special attitude display shows the orientation of the planes engines.

The radar shows the position of the carrier as long as it is in range and then logs the position where it was last seen as a guide to relocating it later. Enemy aircraft are also shown on the radar until visual contact is made. At this point engagement is unavoidable and a dogfight results. As well as trying to blast the enemy with your missiles you have to keep a weather eye out for altitude, speed and fuel level and if that's not enough, the enemy shoots back!

The graphic displays are superb and the little bit of voice synthesis adds a bit of realism to the simulation. When the lowest level has been mastered, the higher levels can be attempted with ever increasing crosswinds and rougher seas which make landing even more of a nightmare than usual. Penalty signals are sounded for errors in flight and too many penalties results in a ducking. Of course the higher the level (denoted by rank), the fewer the errors which will be tolerated.

A worthy addition to the growing ranks of flight/combat simulators. **JG**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova

Title: Knockout
Computer: C64, Spectrum
Supplier: Alligata
Price: £7.95

Boxing is the sport of the moment. This is probably partly due to the success of a certain Irishman called McGuighan. The consequence of this, is that we are about to be swamped in boxing games as we were decathlon games last year.

Knockout is not only one of the first, it also sets a high standard that the others will have to fight to match.

The game centres around the boxing career of the Italian Stallion, he of the "joystick shuffle" fame. In the game you control the movement and punches of the Stallion as he punches his way through preliminary opponents before a crack at the champion, Bald Bully.

The two versions are essentially the same in the control of the boxer but totally different to play.

The 64 version, where a joystick is essential, is essentially a two player game with a practice mode against some rather easy computer opponents. Substitute the computer for a human opponent and you've definitely got a fight on your hands.

The Spectrum version provides a tougher computer opponent which is fortunate as their isn't a 2 player option. This was probably omitted for health reasons since two players battling for the keys would make the fight on screen look like tea with the vicar.

PLANET RATINGS

Originality ●●●
Graphics ●●●
Use of machine ●●●
Value for money ●●●

STAR RATING
Bright Star ○

Title: Sword Of Destiny
Computer: C16
Supplier: Gremlin Graphics
Price: £6.95

Kelok — a master warrior of the eastern region, has been killed in battle by Xorphas, an evil Warlock. Not content with killing Kelok, Xorphas has stolen his heart leaving Keloks soul to wander forever, doomed to the torment of death with no peace. So begins Sword of Destiny, a sort of Arcventure involving mighty warriors and black magic.

The aim of the game is, of course, to find your heart thus enabling you to rest in peace. This is done by collecting 'flashing' objects that appear throughout the maze. As each object is collected a new section of the Abyss of Death opens up. Opposing you are an assortment of nasties such as huge skulls, ghosts, bats and some strange Genie like things. These get in your way and can be killed to gain power. The nasties are killed with the Sword of Destiny that has the ability to shoot psychic dog biscuits at them! Also to be looked out for are the hot air flues (holes in the ground) that enhance your jumping ability and enable you to reach levels previously unattainable.

Graphics on this are rather good and consist of large sprite like characters that move smoothly around the screen. Sound is used but isn't stunning but I have to hear a C16 game use sound well!

Altogether a reasonable game from Gremlin who seem to be making all the running in the C16 market.

JGD

PLANET RATINGS

Originality ●●●●
Graphics ●●●●
Use of machine ●●●●
Value for money ●●●●

STAR RATING
Bright Star ○

Title: Boulderdash
Computer: MSX
Supplier: Orpheus
Price: £6.95

Boulderdash is one of those games that appears in some form or other on most popular computers, and now its the turn of the MSX machine.

The basic idea of the game is to burrow through several 'caves' collecting jewels and avoiding falling boulders hence the name.

The hero of the action is called Rockford and a cute little fellow he is, blinking away as he dashes along through the caves. The graphics are chuncky in the Japanese style giving the game a less sophisticated appearance than is possible on MSX, but the game itself is so enjoyable that I'll overlook my personal preferences.

There are 16 caves to explore and they are divided into four groups of four, separated by bonus screens in which extra lives may be gained. Each cave is sectioned off by walls to form a maze around which the diamonds and boulders are strewn liberally. As Rockford tunnels through the cave he can pass under the boulders which crash down behind him. If he's not careful the removal of one boulder can result in a rockfall and quick reactions are required to avoid being crashed.

As the boulders fall they can trap Rockford and make it impossible to escape in which case the suicide button is all that is left. It requires thought and planning to avoid this problem which adds a certain cerebral appeal to the game.

When enough diamonds have been collected, a flash and a crash denotes that somewhere the magic door to the next level has appeared and with a quick check of the remaining air supply you must decide whether to go through to the next level, or be greedy and grab more diamonds.

On the higher levels two deadly enemie of Rockford put in an appearance: the firefly and the butterfly. Contact with these beasts mean instant death to our hero who must crush them as soon as possible by trying to cause a boulder to fail as they pass underneath, not an easy task.

The third troglodytic creature is the amoeba who just grows and grows until he turns into an almost impenetrable wall of boulders if left alone. However, if he can be contained by boulders or if he is touched by the firefly or the butterfly, he explodes into a shower of diamonds. Contact with the amoeba doesn't affect Rockford at all but means instant death to the other two cave dwellers.

The final screens introduce the enchanted wall and closed box which harbour yet more diamonds but I'll leave it to you to find out how to get them.

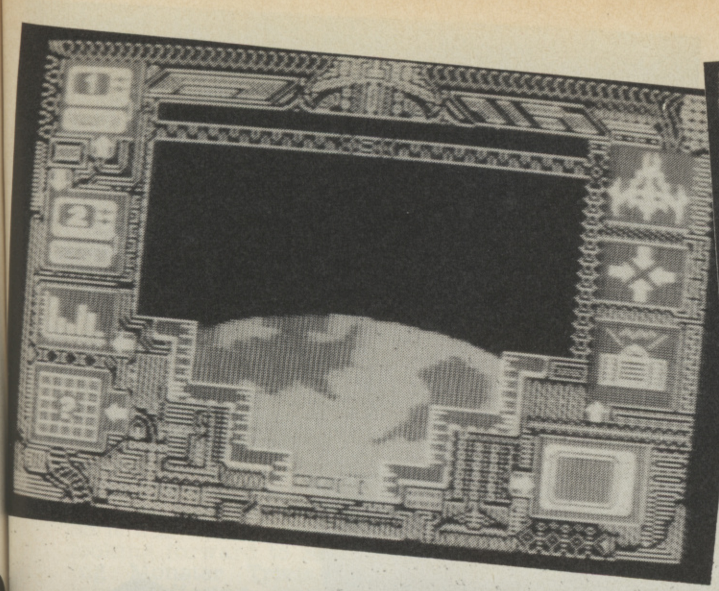
Despite the chunky graphics I found Boulderdash to be highly addictive and extremely challenging, a worthy addition to any MSX collection.

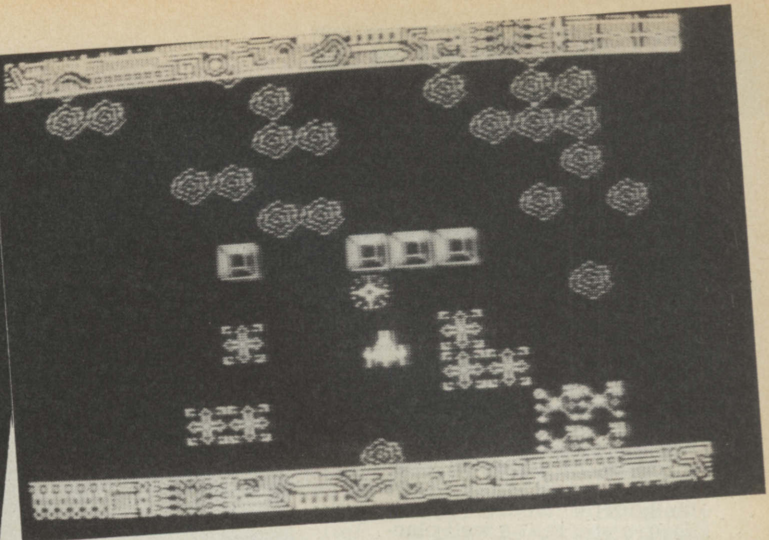
JG

PLANET RATINGS

Originality ●●●
Graphics ●●●
Use of machine ●●●
Value for money ●●●●

STAR RATING
Red Giant ⊕





Title: Xcel
Computer: Spectrum
Supplier: Program Techniques
Price: £7.95

As the game opens you are onboard an alien ship and are the last hope for mankind.

You have just stolen the ship from the Oceania Museum of Technology on Earth, which is under the control of the Sentinels (as is the rest of the galaxy). The Sentinels were actually built by man in the great space age of the Nu-Earth colonies to defend the galaxy. However man soon became so dependent on them that civilisation crumbled.

Since then the Sentinels have acquired a taste for power and aren't about to let a low-life human destroy their thirty installation planets on one off their own ships.

The screen display shows the ships icon driven controls which you can now at least understand as you've converted the ships computers to English. Their exact use is yet to be discovered.

At your disposal you have two computers (one of which a library computer), a status report showing the strength of the ships shields and your hit/miss ratio in graph form, a hyperspace drive, communications channel for hints and messages, a galactic map of the galaxies 300 planets and the ability to launch up to 5 attack shuttles.

Your task in the game is to find the 30 Sentinel planets and destroy their installations. Unfortunately you will have to visit most of the galaxies 300 planets before you find them.

To explore a planet you despatch a shuttle to its surface where you must guide it through the planets defences. These include a series of landscapes to be navigated and alien raids to be beaten back.

At first the aliens send evil tri-syncs who weave circular patterns before launching suicide attacks. These with practice can be beaten by picking off the end of the circle but be watchful for reinforcements as they can fly over you, catching you off guard.

As you progress further into the systems you will face the bit fighters, Microbs and the dreaded Irata's.

Unfortunately, all your fighting could be in vain, as chances are you will find nothing on the planet. But at least there's only 299 planets to go.

Luckily the game has a load and save option which you should make use of to explore planets, that you can mark off mentally. Since if you lose some shuttles you can always re-load the game, at a previously saved stage to recoup your losses. This may be considered cheating by some but in my mind its merely redressing the balance.

Program Techniques have previously worked as a programming house for other companies and have just completed the Spectrum version of Pole Position. Xcel is their first game under their own name which will be available soon and in my opinion it is Xcel-lent.

TH

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING
Nova

Title: Jet Set Willy II
Computer: C64
Supplier: Software Project
Price: £8.95

Willy the Miner is at it again! Having made his fortune underground in Manic Miner, he bought a mansion and threw a party. The mess afterwards was terrible and his wife, Maria, refused to let him go to bed until the house was tidied up.

This was the scenario for the first Jet Set Willy which was demonically difficult and probably accounts for the reason why Willy found himself in hospital, nursing plans for home improvements.

To this end he employed a team of little green men to extend and improve the residence and Willy II takes up the saga on the day of his homecoming.

Presumably this cover story has been invented by Software Projects to excuse the release of this 'new' game which is, in fact, the same old Jet Set story with extra locations. The main change is the reduction of the difficulty level from impossible to extremely hard.

The idea of the game is to direct Willy around the rooms of the house collecting all the rubbish from the various platforms, avoiding the staggering array of beasts who are out to get you. With over 100 rooms to visit, and each room requiring a different strategy, it should take several weeks to complete your task.

On reaching the roof area, there is a certain resemblance to another game involving a deformed French campanologist, but perseverance brings you to the rocket room and the game literally takes off.

The destination is an orbiting spacecraft which, when mapped, forms a shape not unlike the USS Enterprise. Mapping is relatively easy because the mansion forms a fixed grid, with a couple of areas which do not fit the grid.

One of these areas is the sewer which can be escaped from but another area, reached by trying to vault the lavatory in the first room, leads deeper and deeper underground and appears to be inescapable. It's worth seeing once and then avoiding like the plague. This will not guarantee safety though because there are several other fatal zones.

Jet Set Willy II is a vast improvement on its predecessor and a worthy successor to Manic Miner.

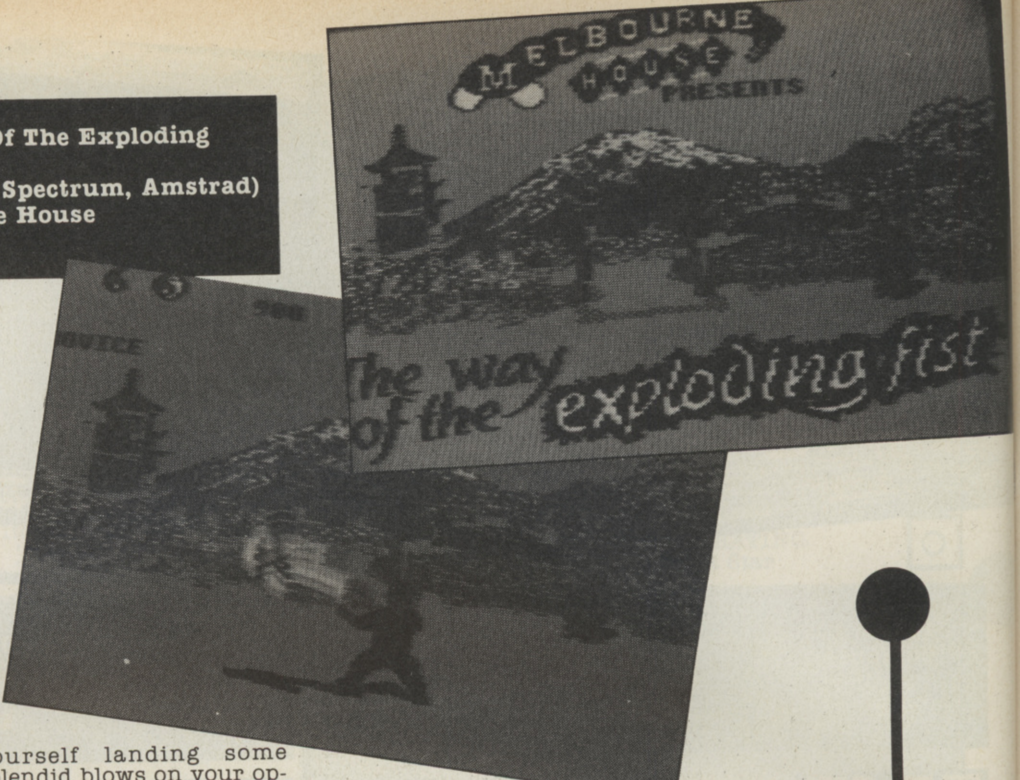
JG

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING
Red Giant

Title:	**The Way Of The Exploding Fist**
Computer:	**C64, (also Spectrum, Amstrad)**
Supplier:	**Melbourne House**
Price:	**£9.95**



Some games players get rid of their pent up aggression by blasting endless numbers of aliens to bits. Now, courtesy of Melbourne House, I can assure you that a well placed flying kick to your opponent's head works just as well!

Exploding Fist is a karate game for one or two players. Although joystick is optional, I would suggest that you won't get very far without one in this fast and very furious game. There are eighteen movements to be mastered which could lead to your fingers getting themselves into some dreadful knots.

The first thing that you notice as you watch the demo mode is the brilliant animation of the characters (over 700 sprites were used!). They punch, kick and fall over most realistically and there are nice little touches such as the players adjusting their clothes after a bout. These are far and away the best graphics I have seen to date on the 64.

You have three different punches and eight different kicks at your disposal together with seven movement options. Control of these is dependant on joystick position and whether or not the fire button is pressed. For example, moving the joystick up makes the player jump, but if the fire button is pressed, you will attempt a flying kick instead. For ease of memory, all kicks involve pressing the fire button. The joystick position given in the instructions apply only if your character is facing to the right. If you face to the left, all the positions are mirrored. It took me ages to realise this, which I suppose serves me right for not reading the instructions properly in the first place. If all this sounds complicated, it isn't. The game is very easy to play straight away. Just by moving the joystick around more or less at random you will still find yourself landing some splendid blows on your opponent even if occasionally you find yourseld somersaulting out of the way when the other player is at your mercy.

In the two player version, you have four thirty second bouts in which to score more than your opponent. Points are awarded for the difficulty of the move and also how well it is executed. A perfectly executed move will score double the points given for one that was less than perfect. Thus a roundhouse kick would score 1000/500 whilst a sweeping kick would score only 200/100 points. In the one player version, you have to score two points before the computer does (one point for a perfect move, half otherwise). You keep on playing, moving up through the ratings until you lose, at which point the game is automatically over.

The sound is a curious mixture of good and bad. There is a pleasant oriental tune going on in the background and the "thwack" so your fist or foot makes contact with the other player's body is excellent, but the screams and shouts of the players just comes out like a hissing noise.

At the time of writing, I have just lost solidly for an hour and a half to my wife. She is jumping up and down in her chair whilst I sink ever lower. It is that sort of game. I love it just slightly more than I hate losing at it. **GH**

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING
Nova

Title:	**Repton**
Computer:	**BBC/Electron**
Supplier:	**Superior Software**
Price:	**£9.95**

This game is very 'Boulder Dashy' in that you have to run around caverns, collecting gems, and using or abusing the surrounding boulders as you see fit.

This is also one of thoses 'win £££££' games. In this case the completer of the game gets a modest £100. Not so much that everybody goes absolutely crazy about it, but it is an added bonus and incentive for finishing the game.

Each of the 12 levels has a password associated with it, and the inlay card has a special area thoughtfully reserved for writing them down for further use. This means that you can go direct to the screen that you are currently working on without all the preamble of going through the levels that you know that you can already do. All the passwords are based on reptiles, but ethics prevent me from revealing what some of them are.

The screens are fiendishly laid out with a lot of problems that you have to work out to get at the diamonds.

Also in later levels you get lizard eggs. These can also drop on your head, but the real problem comes when you break an egg and a lizard emerges to chase you around the caves. A note in the inlay tells you that all the screens are solvable without losing a life. This I would find hard to believe, but I've got to take their word for it.

There is a help screen that gives you status information and your time remaining (yes, on top of everything you also have a time limit!), it can also show you a map of the caves, which comes in very useful at times, though this option is not available at the higher levels.

Music also plays, and the start up music is a very good renditioning of a popular tune. Why can't BBC programming houses put volume controls into their software, it would only take a few bytes and would solve a lot of problems (like reviewing a game at 2am!)

On later levels there is also keys and safes, but I didn't get that far and can't comment on it, but I hate to think about the complexity of those levels . . .

In all, a very good game — not a great game — but one worthy of being played, and providing some real brain teasers. **MR**

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Red Giant

Title: Monster Trivia
Computer: C64
Supplier: US Gold/Cosmi
Price: £9.95

Anyone who has been caught by the trivia bug will know that it is very difficult to cure the addition. So it was that I was really looking forward to reviewing Monster Trivia, the latest offering from US Gold/Cosmi. Unfortunately, I was very disappointed.

For anyone who has been asleep for the last year or so, trivia is nothing more than insatiable desire to prove to your friends that you know more totally useless bits of information than they do. This normally takes the form of a question and answer session with some sort of scoring system.

You are invited to take place in a mad Professor's cellar and asked to answer questions and so keep the trivia monster at bay. The person with the lowest score at the end of the game gets eaten by the monster and so on.

There are over 2000 questions to be answered in sixteen series so people using a cassette have to do a lot of fiddling with the tape counter. You will not however be able to answer a lot of the questions. Not because you are stupid though, but because the questions are American! It is essential that trivia questions are geared to the country where they are going to be answered. Whilst I have a chance of knowing who won the FA Cup in 1963 or who the stars of Crossroads are, I and fellow Britons will not know who was the star pitcher in the 1963 baseball world series or questions about TV series which have never been seen over here!

Another problem occurs when typing in your answers, as the computer is very fussy, and inconsistent. Tale of Two Cities was given as wrong, the correct answer being A Tale of Two Cities. When I answered one question correctly with Mozart — just the surname — that was O.K. When I answered another with Kennedy, the computer replied "Wrong. The answer is John Kennedy". This sort of thing I found extremely irritating.

The questions always fill exactly two lines on the screen. Some of the wording was so obscure that I was not always sure what question I was supposed to be answering. There were also some spelling mistakes present, mostly in the questions rather than answers but this one had me baffled. What does L.C.D. stand for. Liquid Crystal Display I answered. Wrong. It stands for Liquid Quartz Display. Now I know that American spelling is different from British spelling, but that is ridiculous. There are also some bugs, noticeably when running out of questions in a tie-break situation.

The best way to assess the value of trivia games is to look at the number of questions per round. With a lot of the 2000 questions being unanswerable, I reckon this to be very poor value for money. You would do much better say to buy the Ultimate Trivia Quiz Game Book by Alan Hiron which has 10000 questions for about £6. US Gold, who are usually so slick with their marketing, have come a cropper with this one.

PLANET RATINGS

Originality	●●
Graphics	●●
Use of machine	●
Value for money	●

STAR RATING
Black Hole

Title: Lazy Jones
Computer: Einstein
Supplier: Terminal
Price: £11.95

Lazy Jones is a hotel worker given to shirking and he has a passion for arcade games. In fact he would much rather spend his time on an arcade machine than doing his cleaning job.

The hotel has three floors and each is paraded by a hotel manager, the ghost of a previous manager or Jones' free running cleaning trolley. All three are out to get Jones and his only line of defence is his ability to jump unless he can duck into the lift or a hotel room.

There are six rooms on each floor and an arcade game waits in all but three: the bedroom cupboard, bedroom and toilet.

On entering a room with a game, Jones strolls boldly over takes up his joystick and the screen springs to life with one of a wide range of simple games (I mean simple in concept, not necessarily simple to play). The games range from invader, defender and dodgem types to more esoteric games like wafers and one where the aim is to get a drink in a bar. The drinking session is the most amusing because you have to cope with a drunken customer who staggers up and down the bar, pushing you along with him if you get in the way.

When all the rooms have been entered another round begins in which everything goes faster, until the non-arcade rooms become essential. You can enter these rooms as often as you wish but the arcade rooms can only be used once per round.

One irritating feature I found was the fact that occasionally when Jones is resurrected after a fall, he reappears directly in front of the cleaning trolley without the chance to jump. Another life expended unnecessarily.

The music is varied and well done with Lazy Bones being the principal tune but you can turn it off if you find it irritating.

JG

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Red Giant

LAZY JONES
IS NOW
AVAILABLE ON THE
TATUNG EINSTEIN
(EINSOFT APPROVED)
"One of the best Einstein games yet"
Pop. Comp. Weekly
VOL 4 Nº 25
TERMINAL

Title: Cylu
Computer: Spectrum
Supplier: Firebird
Price: £2.50

This is another of Firebird's Silver series and as such is very ambitious.

The idea behind the game is to guide your little creature (that looks like a tortoise standing up) around a 3D maze like world. As he goes he can collect objects and store them in an array displayed to the right of the game display. Whilst in this array the objects may be examined or used to solve puzzles or open force fields. Also collected are fuel supplies that have to be used when you are just about to run out. Scattered about are micro chips that must be collected and brought back to the main computer for use once this has been achieved the game ends but the objective is to do this with the greatest efficiency possible.

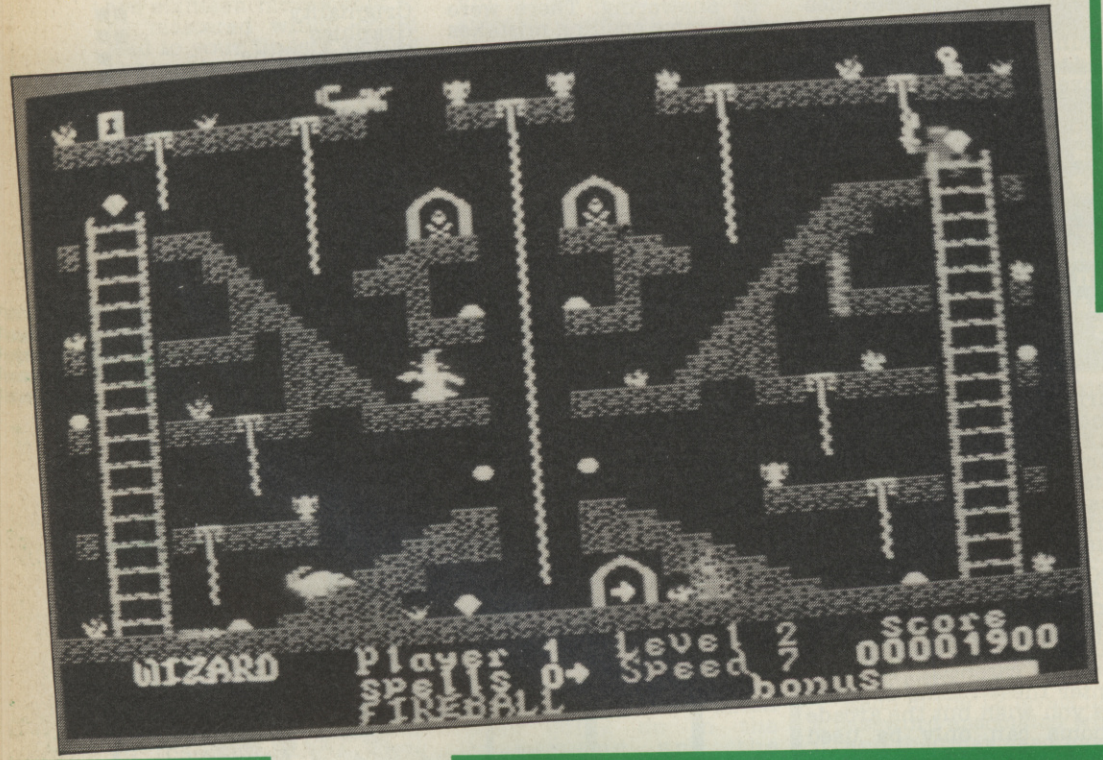
The most striking feature of this game is the graphical display. This is very much like the Ultimate-Knightlore and Alien 8 display except that it is slightly smaller to allow for the game status display. Thus we are presented with a view of a room as seen from the top of the back wall. The tortoise may be moved off the screen at the edges (objects permitting) and the display then changes to the next room.

Movement is very smooth and is as quick as can be expected. As I just mentioned the game looks like the Ultimate stuff, the controls are the same as well but the game itself is more complex and thus more confusing. I am still unsure about this game, the graphics are very good but I didn't enjoy the game much due to its complexity and the constant need to look for fuel. **JGD**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
White Dwarf



Title: Wizard
Computer: Commodore 64 (disk)
Supplier: CRL
Price: £12.95

Players.	1(min) 2(max)
Joysticks.	1(req) 1(opt)
Arcade	

The professional use of music, spells and a screen construction option sets Wizard apart from the run of the mill platform games.

Its hundred screens will challenge even the expert "miners" and even when they have been conquered you can design even tougher ones.

Each screen contains a series of platforms, ropes, ladders, monsters and treasures including a lock and a key. These are especially important as you must place the key in the lock to progress to the next level.

Finding they key also gives you a number of spells that are different for each screen. These include invisibility, haste, teleport, freeze and fireballs.

The use of magic is particularly impressive as it goes beyond the usual continuous tune but instead adds sound effects. For example climbing a rope or ladder is accompanied by a musical scale which adds to the presentation of a very professional game.

The game also has the added bonus of a construction set for when you can master all the screens at all the levels, where you can add fires, spells, monsters, lifts and ropes to existing screens or create a new one completely from scratch.

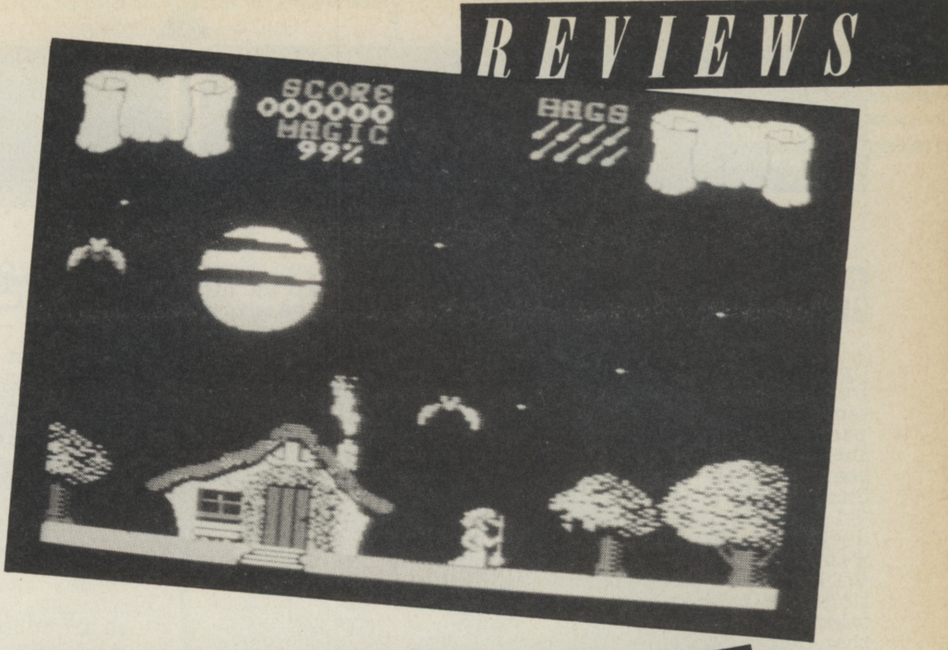
All in all, Wizard is yet another excellent argument for buying a disk drive. **TH**

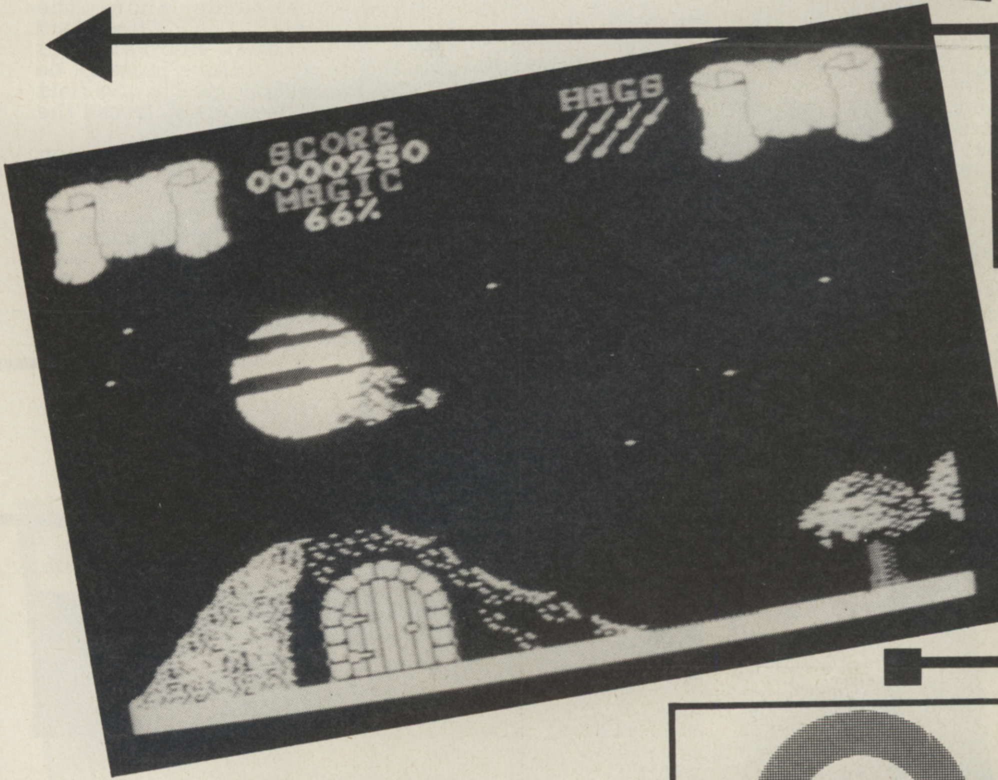
PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova

Title:	**Cauldron**
Computer:	**Spectrum 48K**
Supplier:	**Palace Software**
Price:	**£7.95**





At last the Spectrum conversion of Cauldron has appeared! Actually, having played the '64 version and been unable to figure out what I was supposed to be doing, I think I prefer the Spectrum version.

The task you are set is to gather the ingredients for a spell which will allow you to defeat the Pumpking. These ingrediants are all hidden in underground caves, and in order to gain access in the forest and which allow you to enter the crypts and tombs leading to the caves.

Flying your witch over the scrolling landscape is real fun. With her hair streaming behind her, the witch is quite a nippy mover as she ducks and dives on her broomstick, avoiding the bats, ghosts, and balls of flames thrown up at her. The landscape is quite detailed, and the scrolling is as smooth as I've seen on the Spectrum.

My only criticism of this part of the game, is that when the witch dismounts to open a doorway, you temporarily lose control of her (until she is through the door and onto the next stage of the game) but she can still be attacked by the ghosts and other nasties and have her magical energies drained. I did find this a bit irritating, because it more or less means that, just for a few seconds, the game plays itself and all you can do is sit and watch as the witch is attacked on her way to the crypt entrance.

Once underground, the game becomes a bit more conventional, as you go through a variety of screens in order to collect the ingredients you need for the spell. These screens are fairly standard platform game stuff, but though they are quite well designed, I found that crossing from one screen to the next often meant losing a life, as you can often enter a new screen only to find yourself falling through thin air. Also, the witch can fall through the edges of platforms even though she might not actually be hanging over the edge. I did find those two details annoying, since I felt that they caused me to lose a lot of lives rather unfairly and through no fault of my own.

Even so, I have found myself going back to Cauldron over and over again, and I still find it both challenging and addictive.

The reverse side of the tape included a 'free' copy of Spectrum Evil Dead, but the least said about it the better. **CJ**

TERMINAL
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PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING
Bright Star

Title: Hijack
Computer: Atari
Supplier: English Software
Price: £7.95

Operation Hijack . . . latest bulletin . . . classified . . . ten V.I.P.'s amongst the passengers . . . Chopper to the rescue . . . safety in the rear security carriage . . . chopper to rescue each V.I.P. . . . avoid gun fire . . . dodge cannon on hills . . . watch out for trees . . . last V.I.P. to pull communication cord to stop train . . . take cover and await further help . . .

That is the introduction to the game and apart from telling you that the fire button lowers the rope to rescue the V.I.P.s. They are the instuctions as well.

The train with lots of very important people on board has been hijacked. Your mission is to rescue and lower them to the last carriage which is secure from the hijackers. However you have to watch out for trees which have to be flown over or else you crash into them. Also for some reason you are being shot at from upon high by cannons on the hill tops.

The game has three levels and each time you rescue ten V.I.P.s you go up a level. On level two the hijackers guns peering through the top of the carraiges start shooting as well. With level two its just the right hand guns but level three its both left and right as well as the cannons and lots of trees. One useful tip I learnt is if you face the chopper towards you and move it by pushing the stick up then left or right it reduces the area to be shot at by one third.

The game is good in as much as it keeps you trying until you finish, but after that I don't know, it depends on what you like. Altogether though I feel it could have been a bit more spectacular. It's definitely worth having a look and then you can make up your own mind. I don't believe that the machine has been used to its full capabilities even though the crashes are quite good. **SP**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●
Value for money	●●●

STAR RATING
White Dwarf

Title: Dorks Dilemma
Computer: C16
Supplier: Gremlin Graphics
Price: £6.95

When the first batch of C16 software arrived it was mostly conversions of C64 games and because of this limitation it was uniformly bad. This 'second' wave however is producing some very good games that have not been seen on other machines — Dorks Dilemma is one such game.

The objective is to collect pieces of jigsaw puzzle which are contained within force fields about the 'planet'. Each force field has a small guard attached to it and these must all be wiped out before the field collapses and frees the piece.

Dork has one weapon with which to eradicate the guards, that is the ability to drop bombs. The bombs are fitted with short fuses so when a bomb has been dropped Dork must get clear rapidly. Thus the game becomes one of trying to wipe out as many guards as possible with one bomb. Once a piece has been obtained Dork can leave the screen via exits that are found on the edge of the screen he then ends up on a new screen with more guards and another piece to get!

During the game Dork can edit the jigsaw by pressing escape and using the joystick to move pieces around. If a piece shows white then it is in the correct place, if black it's not.

The graphics are average for the C16 as is the sound, the game itself though is rather original and well worth the investment. **JGD**

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Bright Star

Title: Lands of Havoc
Computer: Commodore 64
Supplier: Microdeal
Price: £6.95

The packaging of Lands of Havoc includes nine colourful postcards. Their purpose becomes obvious from the start of the game. Each card depicts a different terrain; castles, village, garden forest etc. The opening screen of each game gives a layout for these cards which can be used as a map.

In time past the good sorceror, the High Vanish, was defeated by the Dark Lords who unleashed a wide assortment of evil creatures upon the face of the earth and under its surface. Realising that defeat was imminent the High Vanish hid various magical artefacts to help those who might follow.

As you wander around whatever landscape the computer has chosen for you, you must collect artefacts which will allow access to the underworld.

Unfortunately, the relics are hidden in areas heavily populated by the Dark Lords' evil henchmen who must be killed because physical contact with them will result in death.

When all the artefacts have been collected the wild wood may be entered and the gateway to the underworld will be open to you. If you stumble across this gateway before all of the symbols are found your character, a reptile called Sador, will freeze and all his lives will be forfeited.

Entering the underworld means a different maze spread over many screens and totally unmapped. There are more artefacts to collect here before the full power of the High Vanish can be unleashed on the land. The artefacts are guarded by evil trolls who must be dodged or killed.

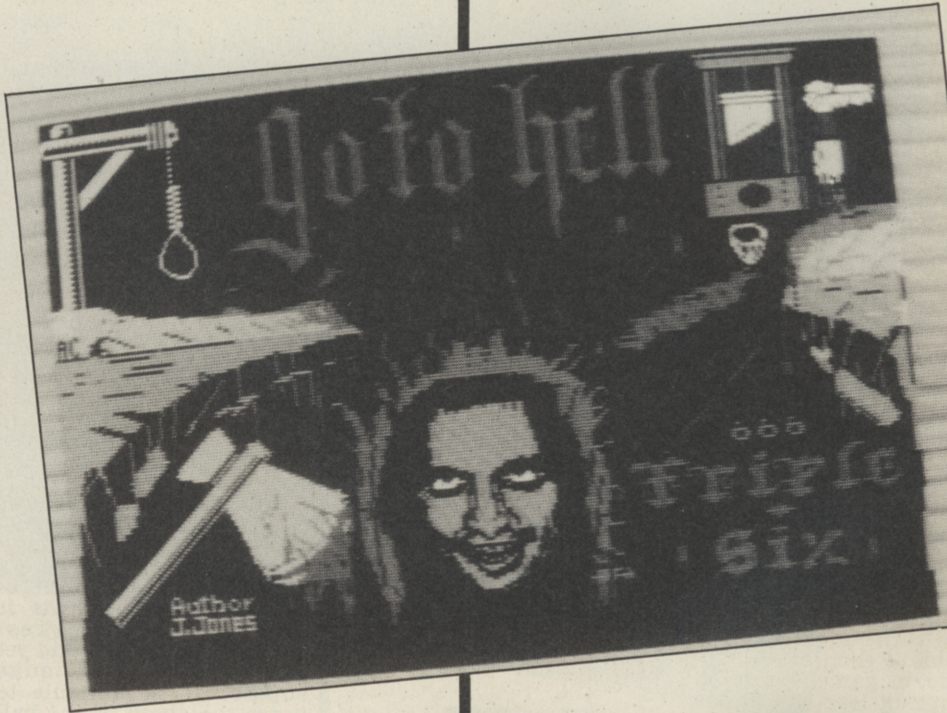
At this point the game starts to resemble Cuthbert and the Tombs of Doom an earlier Microdeal product but it does hold the interest. **JG**

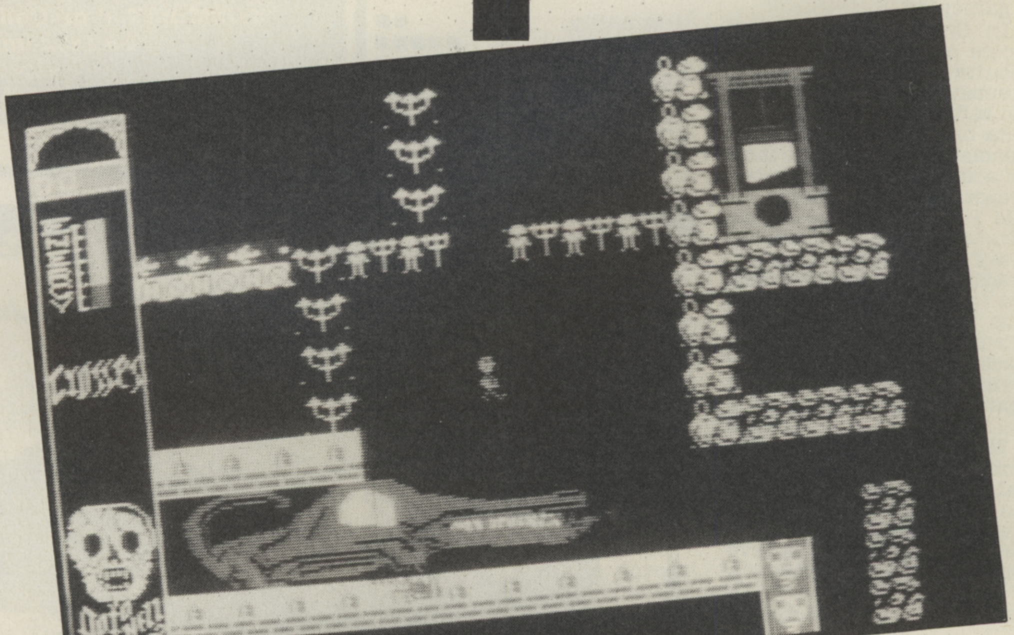
PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Nova

Title: Go To Hell
Computer: Spectrum 48K
Supplier: Triple Six
Price: £6.99





Frankly, I'm inclined to think that all the publicity for this game — all that stuff about the devil, and the software house calling itself '666' — is intended to attract attention to a game that would otherwise just fall by the wayside, since it simply isn't very good.

Underneath all the waffle about demons and pitchforks, what we really have here is just another maze game in which you have to collect seven objects (crosses, in this instance). It seems that during an argument you told a friend to 'go to Hell', and now, in order to save him from damnation, you too must go to hell to collect the crosses needed to save him.

There is a rather good introductory screen in which an animated face (bearing more than a passing resemblance to Alice Cooper) grins dementedly at you, but from here on it's downhill all the way. Once the game itself starts, you find yourself in Chuckie Egg, ie not very large, and with minimal animation consisting just of wriggling legs.

The graphics are fairly gory in places, with skulls being crushed and sawn in half here and there, but on the whole they aren't particularly good. Various objects fly around the maze and can kill you if they come into contact with you, but you are armed with crosses that you can throw in order to destroy them and increase your own score.

One irritating aspect of the game is that no matter how far into the maze you go, when you lose one of your three lives instead of starting with a new life in the same part of the maze you start again from the very beginning. And, after a few games I got a bit fed up with retracing my steps every time I lost a life.

Wandering around the maze is mildly interesting for a while, but there is nothing very new or interesting in the game other than the gory graphics, which were really just there for 'decoration' and didn't add anything to the game itself. Maybe I'm being unfair to the programmer, but I can't help wondering to what extent the gore and satanic elements in the game are just a cynical attempt to create a bit of controversy. After all, nothing can help the sales of an indifferent game/record/book, more than a bit of bad publicity.

CJ

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●
Value for money	●●●

STAR RATING
Nebula

69

Title: Chicane
Computer: BBC
Supplier: Kempston Microelectronics
Price: £9.95

Being a great racing and racing games fan I came upon this game with some trepidation have just played Revs from Acornsoft at some great length.

I had also just come back from my first set of lessons at Brands Hatch racing the real thing — Formula Ford 1600 single seater racing cars (in the pouring rain!). And that was going to throw a different light on any racing game I played after that, especially any that call themselves 'simulations' like Revs. Chicane also has the Brands Hatch circuit in it as well as being based on the Formula Ford 2000, which is a similar car to what I drove 'for real', so I looked forward to the review very much.

The game Chicane will have difficulty in not being compared to Acornsoft Revs, the two being released within a couple of months of each other. The Kempston game differs by attempting less simulation with an increased quality of gameplay.

In Chicane you have a choice of six international circuits including Brands, Silverstone, Donnington, and others. Each of the circuits has a qualifying time associated with it. You then get a qualifying lap on the circuit of your choice in Pole Position style — complete with the 'prepare to qualify' message.

After a successful lap you go into the starting grid in whatever position you managed to get. Again there are strains of Pole Position as the starting lights beep away in front of you.

When you are actually racing the action is very realistic indeed. The car has all the instruments that an FF2000 has with the main one being the revs counter. There is also a gear indicator. On either side of the turning steering wheel there are the wing mirrors. These give a very clear picture of what is happening behind you. Revs only shows blurred shapes, but in 'real life' the picture in the mirrors is quite clear as is in the Kempston game. In fact with Chicane I found myself using the mirrors, whilst in Revs I never do as they are almost useless.

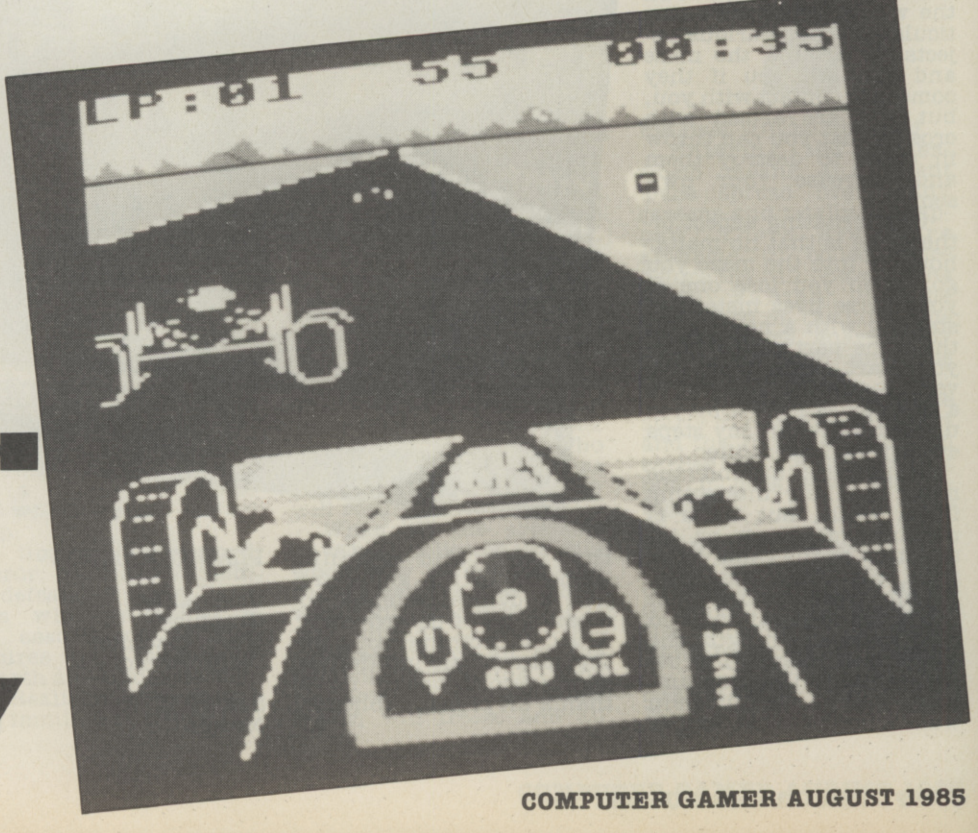
The other cars that you are racing are very well detailed and you can really jockey for position between the opposition. My one complaint about the game is that the corners (at least on the Brands Hatch option) seem to be not as sharp, and the cornering of the car not as good, but this doesn't affect the playability of what is one of the best racing games that I have seen. Full marks to Kempston.

MR

PLANET RATINGS

Originality	●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING
Nova



Title: Five-a-Side Soccer
Computer: Commodore 64
Supplier: Anirog
Price: £7.95

This is a Canadian piece of software which strongly resembles Commodore's International Soccer.

The pitch is about three screens long and the computer scrolls across the pitch like a TV camera panning the scene following the action.

As with the Commodore cartridge, you are allowed to dribble the ball up and down the pitch but five-a-side is a much more physical game and you may find your player flat on his rear end after a hard tackle goes in. Occasionally a foul is called and the ball is respotted in the centre circle and sometimes rough play can lead to a fight.

Yes indeed, these little dynamos have tempers that flare up occasionally and after a quick punching bout the invisible referee awards penalties. This is perhaps the weakest feature of the game and yet the graphics look quite superb. It is difficult to judge the speed of the ball because the display shows a view from behind the penalty spot looking towards the goal. The ball sprite us also a problem because it is overlaid against the goalkeeper and never actually appears to go into the net. Even after a goal has been awarded the goalkeeper can be moved behind the ball, so occasionally you may think a save has been made because the ball seems to be in front of the keeper.

In the selection menu at the start of the game you can opt for a one or two player game or a one or two player penalty competition. The soccer game can also be played at one of three levels against the computer. In my brief acquaintancce with the game I found the simple level to be enough of a challenge and the computer has beaten me every time.

The football game is not free of confusion, sometimes the ball appears to jump to the feet of the computer player or is it just trying to make excuses for bad ball play?

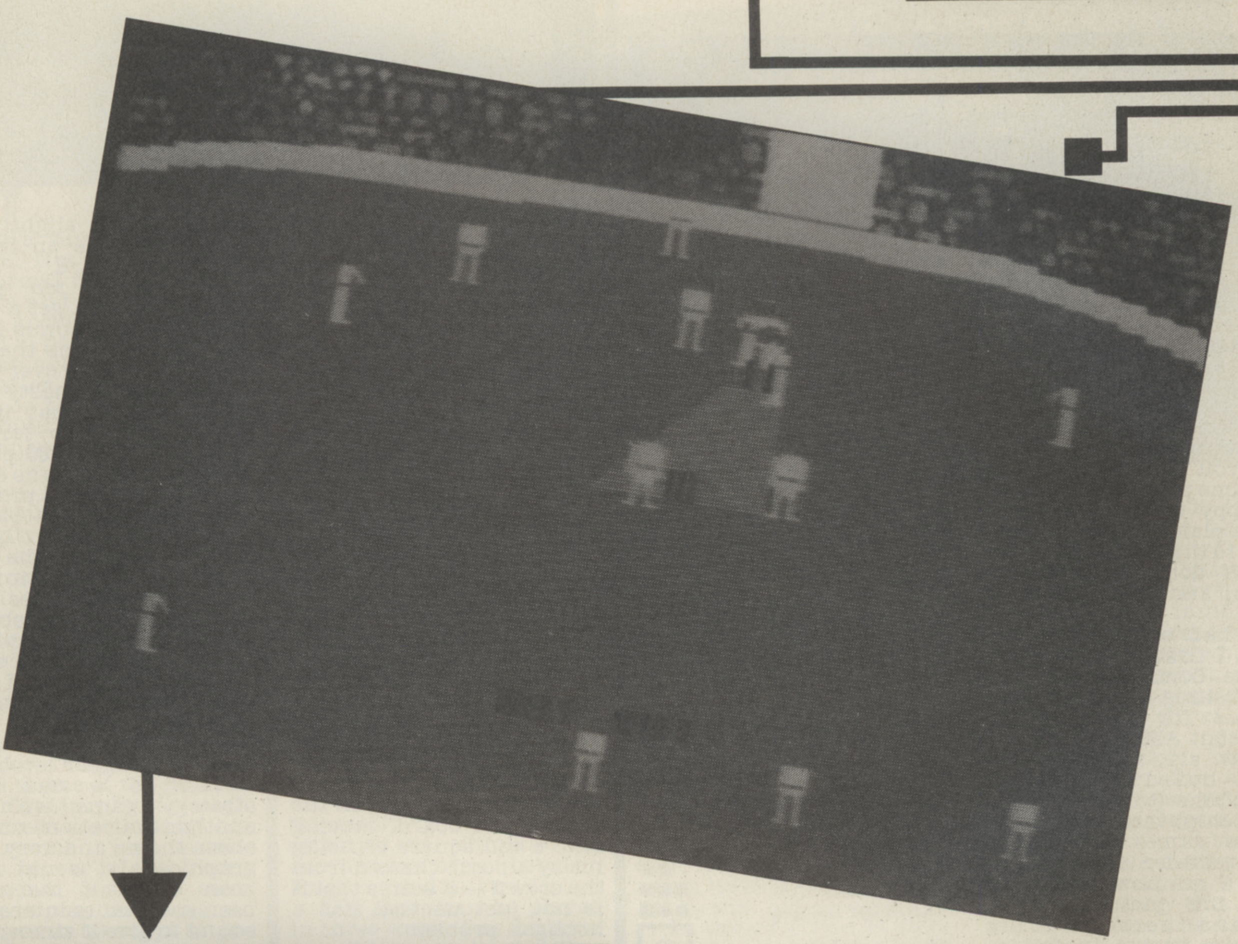
Add to the game the synthesised singing of the crowd and a sprinkling of voice synthesis and I think Anirog have another winner on their hands, though for me Commodore still have the edge.

JG

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Bright Star



Title:	**Ian Botham's Test Match**
Computer:	**Commodore 64**
Supplier:	**Tynesoft**
Price:	**£9.95**

If you have ever wanted to bowl a maiden over, then Tynesoft have provided the answer for you. No, it's not a computer dating service but a rather good cricket simulation.

The documentation is very well planned and could be used as a primer on the finer points of the real game, which is an indication of the flexibility of the program itself. The game even allows you to name your own terms thus ensuring that your game can move with the times or even go back to days gone by. Just as well really because Ian Botham's name doesn't appear to be included!

There are three game types to select from: a limited game of 16 overs per side, one day match of 32 overs, and the Test Match itself which is a full blown unlimited overs, two innings match.

Having selected the match type the two players decide who will bat first and the other player places his fielders around the pitch. Once the fielders are posted in their 'home' positions they may not be moved until the end of an over, except to recover a ball. The view of the field is like the normal TV scene, looking from the bowler's wicket.

The bowler type is now chosen (fast, medium, spin or bouncer) and the game can commence. This is where I got my first disappointment, when the fire button is pressed to make the batsman strike, no perceivable action occurs. The ball either moves away for a hit or disappears but the man never moves a muscle. This makes it difficult to time your stroke and I would have preferred a bit of action.

Fielding requires that you anticipate the shot to be played and select an appropriate fielder who can then be moved to intercept the ball. If you make the wrong selection then there is a very good chance that the ball will reach the boundary.

Another little grumble at this point, the positioning of the bowler must be precise to stop the ball. With a little bit of extra programming it should have been possible to do two things.

Firstly, because selection of the fielder is a hit and miss affair, a proximity test to increase the chance of collecting the ball would lessen the fielder's frustration and only use precise positioning for detecting a catch.

Secondly, it would improve the game a little if the ball stopped when it struck any fielder even if this meant that the 'selected' fielder had to dash across to collect the ball while the batsmen cashed in on this chance to knock up a few runs.

However, these little niggles do not spoil my overall impression of the game which has enough flexibility in bowling and batting styles to maintain interest.

A few random factors, based on cricketing statistics, are used to determine extras and not out decisions plus the occasional stroke off the edge of the bat.

In an Australian TV style a batsman bowled out for a duck is signified by Doodles the Duck who waddles across the bottom (or should that be Botham) of the screen, stopping only to shed a tear.

Tis rumoured that the original title of this game was to be Botham's Ashes, no doubt in the light of the recent Court case the maker's decided that the title may be ambiguous, and so Ian Botham's Test Match it is and it's good enough for me.

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Red Giant

Title: Jack Charlton's Match Fishing
Computer: C64
Supplier: Alligata
Price: £2.95

Alligata have introduced a new angle on computer games with their latest title. It is called Jack Charlton's Match Fishing and they obviously hope that you will have a whale of a time playing it and that a guppy of the game will find a plaice in every home, providing critics like myself don't carp on too much, and offer a ray of hope.

It had occurred to me when I first saw the game at the Commodore shoal, that fishing is not suitable subject for a computer game but Alligata (and not Ocean) are following up with board game and microfiche (to go with the microchip) versions.

The games features a turbot loader so you only have a minnow or two to wait for pictures to a pirhana screen. It is however prawn to failure but don't worry, the game is the salmon both side of the tape.

The porpoise of the game is to catch as many fish as possible. You have your net and you must fillet. Fishermen line up in a roe waiting with baited breath as they tackle the task in hand. The tension mounts as they perch by their own pegs, trying not to encroach on their opponents' space. There is not a great deal of sound, so you won't need a herring aid. What music there is, isn't exactly played by the Halle but it is O.K. Composed by Julian Bream and played by Rod Steward and his sole group ''The Floaters', it features that well known tuna ''Whale Kipper Whelkhome in the Eelside'' with lots of bass. The mainstream program has obviously used very last byte and nibble of the memory.

So there you have it. The whiting's on the wall. Mullet over and don't be shellfish or crabby. Get your skates on and buy a guppy. Don't stickleback on the shelf. Its only sick squid (nett), so you won't have to buy an illegal guppy from a shark.

Get a grouper friends round and barracuda the door so you won't be disturbed. The game is above parr, and if you play effishently, you will put the other flounders t'rout.

Fin.

P.S. There's no truth in the rumour that Eecaan goes nuclear fission! **G H**

PLANET RATINGS

Originality ●●●
Graphics ●●
Use of machine ●●●
Value for money ●●●

STAR RATING ○

Title: The Chess Game
Computer: C64 Cassette
Supplier: Microclassic
Price: £7.95

Do not be put of by the title. this is not a chess game. Well, it is and it isn't. I will try and explain. You are experiencing a nightmare in which you play a pawn. The board is against you, the pieces are after your blood and the crowd hates you. All you have to do is survive.

The chessboard is like a football stadium with crowds on three sides. You appear from a tunnel and make your way to the starting line at the front edge with the crowd booing you all the way. You start with five pawns and have to get as many as you can over to other side and back again. There are four things that can stop you and cause loss of a life. Contact with an enemy piece, moving off the side of the board, moving onto a red square or being hit by a bomb thrown from the crowd — it seems that it is not just us that has a hooligan problem.

The first piece to try and stop you is a knight. As you move, one square at a time, the squares that you land on turn blue. If the knight then lands on one of these blue squares, it changes to red and become a no-go area. This requires some thought on your part as you will have to make up to nine journeys — going across five times and coming back four.

The 3D animation of you and the pieces is very well done indeed although I found things slightly difficult to judge on the far side of the board.

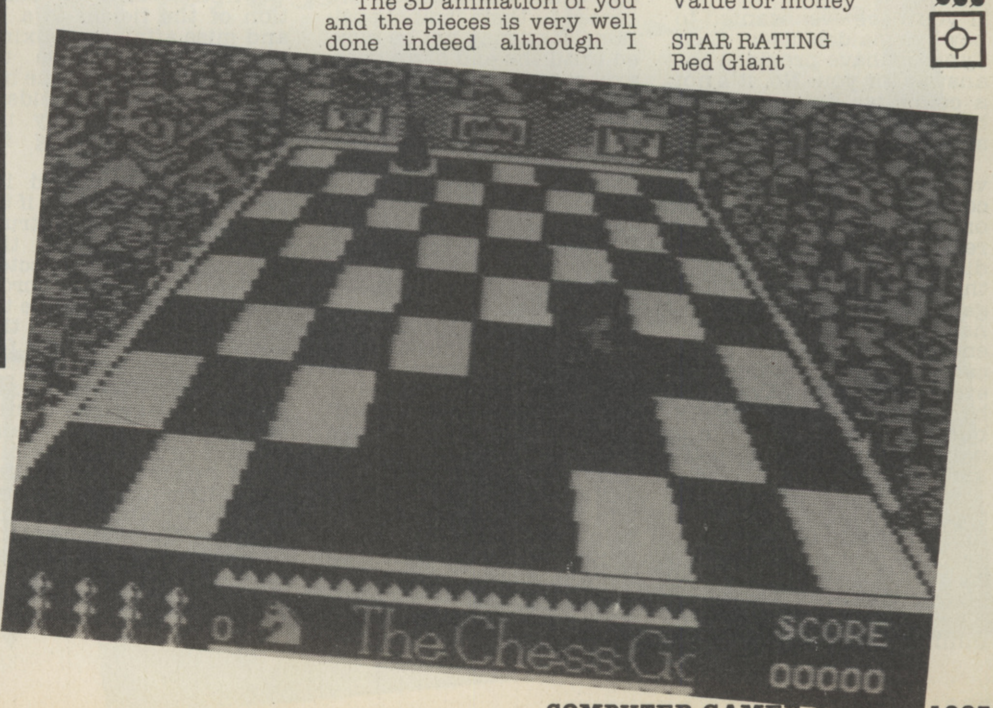
You score ten points every time you get a pawn across with a bonus if you get all the pawns that you started out with over to the other side. A nasty little trick here is that if you pause the game for any reason, you lose 20 points. When all your pawns are on the other side, you progress to the next level — bishop, rook, king and queen before going into the more lethal combination of pieces. All the pieces move as they do on a chessboard. All the levels present a different strategy to be worked out. Personally, I have great difficulty with the bishop and usually only have one or two pawns to take onto higher levels.

This is a nice little strategy game with yet another variation on the chess theme and very good graphics. It would have been better if there had been some more interesting sound to give it atmosphere or some means of self defence, I'm not too sure either about its addictive qualities. You always have to start at the beginning instead of being able to practice different screens or have a random level mode. **GH**

PLANET RATINGS

Originality ●●●
Graphics ●●●●
Use of machine ●●
Value for money ●●●

STAR RATING
Red Giant ⌖



Title: Magic Mushrooms
Computer: BBC/Electron
Supplier: Acornsoft
Price: £12.95

This is a game with a difference. Not satisfied with the normal run of the mill ladders and ramps type of game, Acornsoft have succeeded in producing a game that can hold on to its value long after screen is completed — this is because it has a built in editor to totally change the play of the game.

There are nine screens pre-defined of progressive difficulty with all the usual twists and turns that you would expect. Obstacles to get in your way include slides, ice, trampolines, monsters, and escalators. Most of the built in screens show a lot of thought in their construction and are quite challenging despite the simplicity of the graphics.

The theme of the game is to guide Murphy through the screens collecting his mushrooms. The mushrooms appear in each room in random positions each time you play the game, so you have to be adept at going around the screen in a number of different ways. Points are scored for picking the mushrooms and for completing a screen within the time limit.

The editor is very good with a titling option to name each room and the 16 different elements stretched across the top of the screen. You edit or create the screen by selecting which of the 16 blocks that you want and then moving around with the cursor keys.

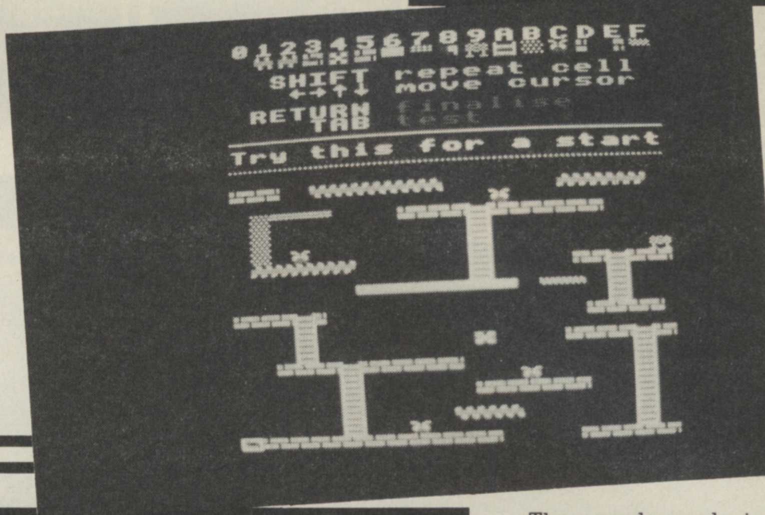
This extra feature makes a good, but straightforward, game excellent and in a class of its own. There is the opportunity to save and load screens, so you cn swop or sell them. The copious documentation that guides you through the process of screen generation is, as usual, excellent. This documentation puts lesser games and companies to shame as does all of Acornsoft's manuals etc.

Definitely one of the better platform games. **MR**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●

STAR RATING
Red Giant



Title: Graham Gooch's Test Cricket
Computer: C64
Supplier: Audiogenic
Price: £7.95

Distributed by Audiogenic but actually written by Supersoft, Gooch's Cricket attempts to simulate the current test series between England and Australia.

The game can be played in three ways, 1 or 2 player simulation mode and one player arcade mode. I started my series with a simulation match against the computer.

As in the other modes your first task is to choose your team from a possible twenty players. Rule number one is to select Graham Gooch. The others aren't so important, except perhaps Underwood who seems to average 5 wickets per innings.

I won the toss and so put the Aussies in and managed to bowl them out for 243. Then Graham Gooch strode out to bat. After two hours England were a measely 400 for 2 with Gooch 250 not out. I then decided to leave them to it and got some sleep to return later only to find that not only had the innings closed at 601, Australia were all out again leaving me only 27 to get to win.

In theory I should have used the joystick to determine such things as batting tactics and bowling styles but I soon felt that it wasn't having much effect (sixes were being scored by batsmen playing defensively).

Adding a second player had little effect to change what turned out to be an accurate simulation of cricket. Perhaps not the way Audiogenic intend as it turned into the game that you could play while watching TV or going to be pub only returning occasionally to see how the match was progressing.

The arcade mode is the complete opposite as you have absolute control over the result. By selecting the computer skill level you can finish your innings in two overs or guarantee centuries for batsmen who can hit fours off the bat, pads, legs, knees or armpits.

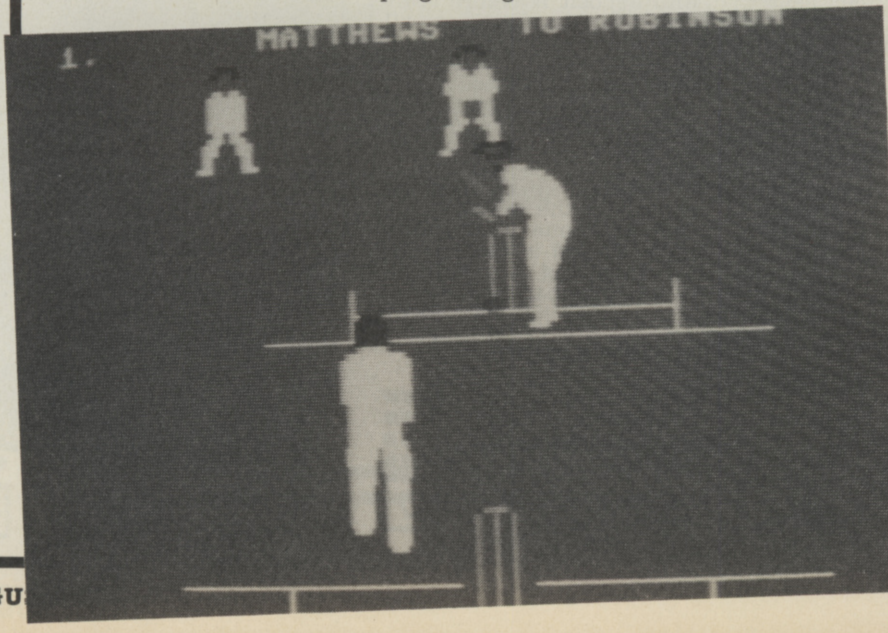
Although first impressive the games graphics quickly become tiresome. For after a few hours at the crease you find out that the players only have a set number of strokes and the fielders run in set patterns.

Unfortunately this game will disappoint the cricket novice and expert alike. In fact the programs sole highlight is its loading system. For if it detects an error it will ask you to rewind the tape so that it can retry the faulty blocks. Its a shame that the game isn't really worth the effort. **TH**

PLANET RATINGS

Originality	●●
Graphics	●●
Use of machine	●●
Value for money	●

STAR RATING
White Dwarf



Title: International Tennis
Computer: Commodore 64
Supplier: Commodore
Price: £5.95

This latest addition to Commodore's International Sports series is interesting when compared to Activision's On Court Tennis. Simpler in concept the game has a charm all of its own.

The choice of viewpoint differs from Activision in that it shows a lateral view of the court rather than looking from the base line of one court as in the typical TV picture. I found that this overcomes the problem of judging the speed and position of the ball quite effectively and gave a much more satisfactory game.

The choice of the number of strokes to be played lacks the variety possible with On Court Tennis and yet the game is just as enjoyable.

If you now think I preferred Commodore's simulation to Activision's you'd be right.

There are four levels of play to choose from and each match follows the rules of tennis closely, with the inclusion of a tie breaker for sets which go to six games all.

To position your player simply involves the normal eight joystick positions and holding down the fire button while moving the joystick delivers one of nine possible strokes. These strokes give all the combinations of long, medium and short returns eight straight or angled up or down across the court.

The graphics are a little crude but not so bad that they interfere with the gameplay, I think acceptable is the word. The sound is a little crude as well and the title screen, which has smooth scrolling credits like a TV program, uses repetition of the crowd's burst of applause (white noise) which I found immensely irritating. One nice touch however is the eye movements of the crowd as they follow the balls flight through the air. My verdict? The eyes have it.
JG

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Red Giant

Title: Nick Faldo Plays The Open
Computer: Spectrum, C64
Supplier: Argus Press Software
Price: £9.99

The latest release in the Mind Games series is an excellent golf simulation based on Nick Faldo's appearance in the Open.

The object of the game is to play the 18 holes of the Royal St Georges golf course (where this years Open is stages) in as few shots as possible. However as anyone who has swung a club in anger will know, this isn't an easy task.

To help you avoid the rough and bunkers you have the assistance of your trusty caddy who like most of his trade, seems to know more about the game than you do. He won't actually tell you which club to use, he'll just comment on your selection. So if he just says "OK" and hands it to you then your on the right track. Unfortunately you will also have to hit the ball in the right direction and with the correct amount of welly.

All of these vital parameters are set using a series of joystick controlled icons which surround the action screen. Here are the games main protagonists, the golfer and his caddy. If all is well, then the caddy will hand you the club and you will then hit a perfect shot. When you hole out under par, he will congratulate you and then you both move onto the next hole. Unfortunately you will probably take eight or nine shots over par to which your loyal and devoted caddy will reply with a curt "At Last". "Shut it" you will naturally reply but after a while this doesn't seem enough. This is a shame since there isn't a "hit caddy with club" option included in the game.

Above the icons is a scrolling plan view of the hole on which you can plot your progress. You can also select a wider overview which shows how far you are from the hole you actually are.

The scrolling screen apparantly consists of 9000 screens which I can believe since I saw most of them in my attempt to finish the first hole.

My only criticism of the game is that it is very difficult to see exactly where you are on the Spectrum version when you are near the flag. This can cost you alot of extra shots and aggro from your caddy.

The game is accompanied by an informative booklet which not only contains a map of the course but also a hole by hole guide by Nick Faldo. However I've never been one for reading guides or instructions and found the hit it and hope approach enjoyable to play.
T H

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING
Nova

Title: Paws
Computer: Spectrum
Supplier: Artic
Price: £7.95

Artic have been out of the computer market for a while now but this new offering brings them back in style.

The setup is that you, a large cat, have returned home after a long days scrabbling in dustbins only to find that all your kittens have strayed. You therefore set off to find them. This is done by guiding your beefy cat like figure through a maze which is made up of trees and buildings. In the maze are delicious cat delights such as Tweety Pie (I tought I taw a puddy cat!) and old fish bones. These are collected to give extra strength. Also in the maze are dogs but on their own the dogs are no problem to your tough cat. It simply beats them up. This costs stamina of course and too many of these scraps can cause the loss of a life (but you've got nine, naturally). You are also able to fire what looks like balls of wool at the dogs and this disposes of them without the messy fight.

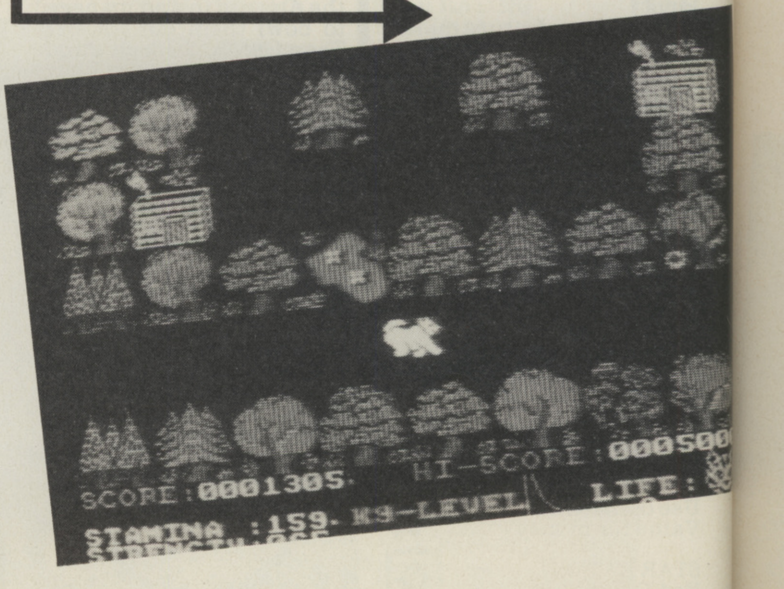
When a kitten is found you must take it back home and deposit it before searching for the next one. All this is done against the clock as 'bulldog Billy' is forming a pack of dogs and if you haven't got all the kittens home before he manages this — you've had it.

Graphics are reasonable, especially the info screens that are done in the Cats style. Sound is ok but not awe inspiring. A good game — welcome back Artic.
JGD

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Bright Star



Title:	**Nodes of Yessod**
Computer:	**Spectrum**
Supplier:	**Odin**
Price:	**£7.95**

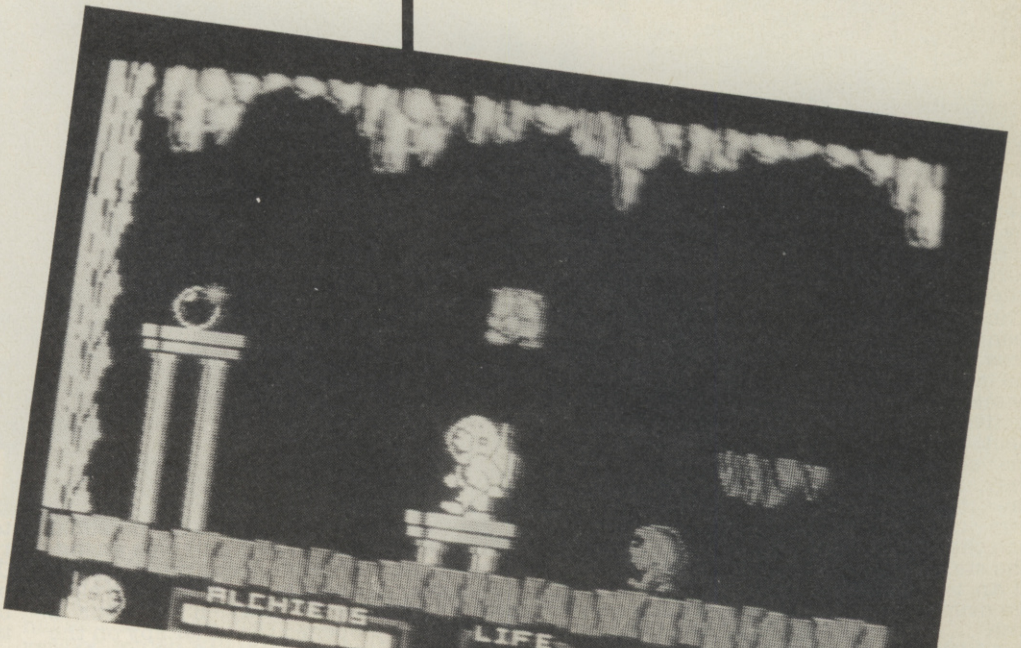
The title of this game gives nothing away. Is it an adventure, or perhaps a game? Well it's a bit of both. You play the part of 'The Right Hon Charlemange Fotherington-Grunes' (Charlie for short) and you have been assigned the task of discovering what is going on on the moon and who or what is sending out the strange signals.

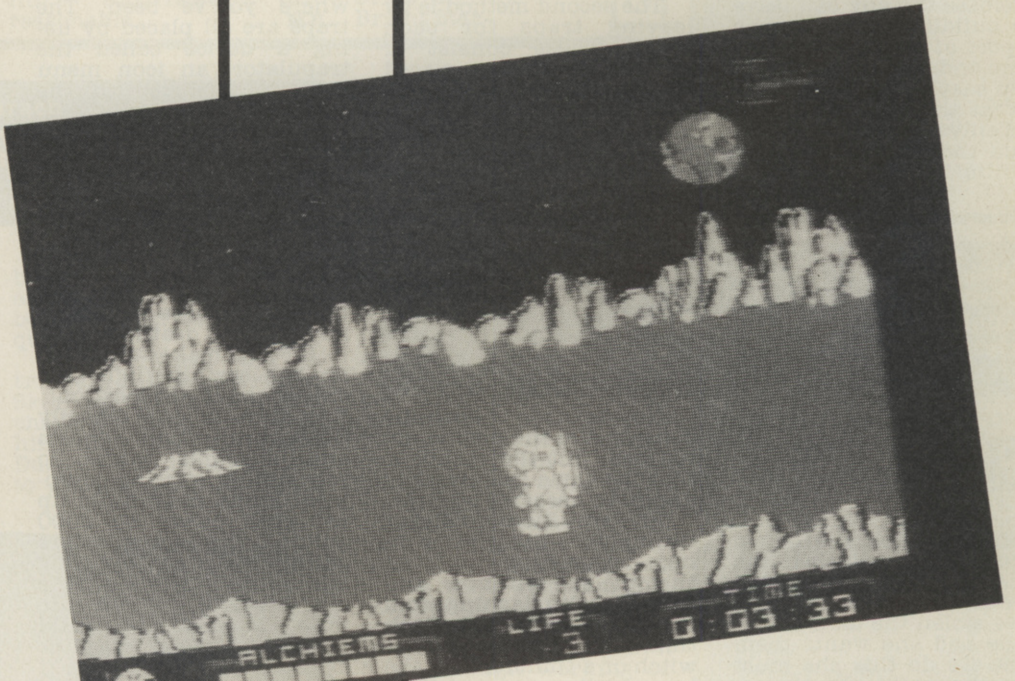
The game loads at a very high baud rate and once in the screen shows a hi-res picture of a space man. The game then says 'Nodes of Yessod — Odin Computer Graphics'. The speech is very clear but it isn't used anywhere else in the game.

So on to the game — the idea is to guide Charlie around the caverns of the moon. To enable him to get about Charlie is capable of some very respectable sumersaults which he does if told to jump whilst running. This means that Charlie can jump from platform to platform and thus work his way down to the hiding places of the Alchiems. These Alchiems are keys to the lower levels and there are eight to collect. Unfortunately the caverns are inhabited by moon beings. These take the form of Bear like things on springs, disgruntled space invaders and walking potatoes. The Bears and Invaders explode if Charlie touches them but the potatoes repell him causing him to do a few back flips. Also to be found are strange energy fields that cause paralasis and a ghost like creature in the shape of a space man. One feature of this game that I especially liked was that if the pause function is used Charlie sits down and waits for you to return. The game also has creatures to befriend which enable you to become a mole but as I have only played this for two hours I haven't seen these yet!

The graphics are very good and the sound is well used in a couple of moon tunes, even though the game speaks only once.

JGD



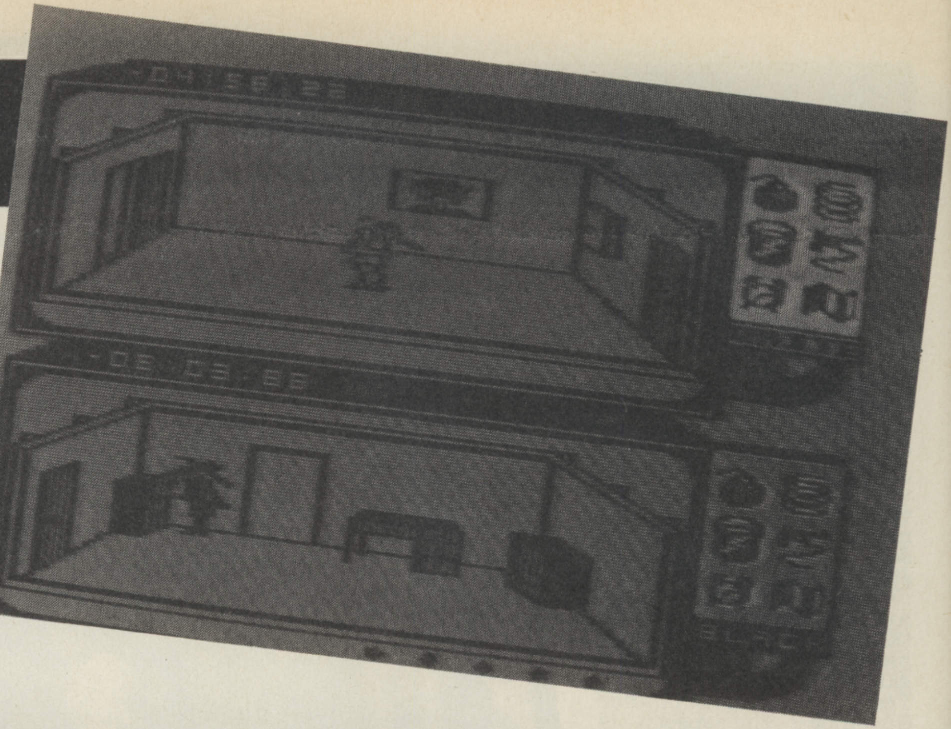


PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Red Giant

Title: **Spy vs Spy**
Computer: **Spectrum**
Supplier: **Beyond**
Price: **£7.95**



The Spys in this game where first seen in 1960 in MAD magazine. Beyond bought the rights to them and produced the C64 version which received well deserved rave reviews. They have just released the Spectrum version and I can report that it is just as good as the 64 one.

The game displays two screens, one for each spy unless both spys are in the same room in which case only one screen is used. The objective of the game is to collect essential spying items such as passports, money, keys etc. Each of these items are hidden about the Embassy in which the spy finds himself at the start of the game. To find an item the spy must move over to an object and search it. This usually involves lifting or tipping the object, all of which is seen on screen. Once all the objects have been collected and placed in the Top Secret Briefcase the spy can leave the building and go to the airport at which point the game ends. This all sounds very easy but the problem is that there are two spys and only one of each object. Thus the spys are always fighting in one of two ways. The first is the most obvious, when both spys are in the same room they both draw clubs and you must then attempt to either wallop your opponent over the head or give him a good jab in the belly! If either spy sustains seven such blows in a single combat then he is knocked out and suffers a time penalty.

The second method is by leaving traps for each other. These consist of bombs that may be placed on objects so that if your opponent searches it the bomb will explode and kill him. Buckets of water placed above doors that electrocute the next person to open them and my personal favourite a gun on a string. This is placed on an object and the string run to a closed doorway, if the door is opened the other spy on the other side is shot! Also available are spring traps and time bombs as well as a map that tells you where useful objects are and where you've been. The traps are all placed by using a device called the trapulator, an icon menu that is displayed to the right of each screen.

Graphics consist of the split screen that I already mentioned and each of these screens shows a cartoon like picture, the quality of which is stunning. Control is by keyboard only because two players need to be able to play at the same time.

This is an excellent game and every Spectrum owner should add it to their collection immediately. **JGD**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova

Title: **Fiona Rides Out**
Computer: **Commodore 64**
Supplier: **Viper Software**
Price: **£7.95**

Fiona is a witch, the foulest witch ever to darken the skies of the computer screen. Her sister witches have stolen the tools of her trade and she wants them back. To do this she must ride the night skies searching various locations for her precious belongings.

Nothing wrong with the concept and the play is not too bad, but the reality is that the game lacks variety and soon becomes boring.

At first, Fiona is flying through the night skies on her broomstick avoiding the other witches and thunderbolts flashing from the clouds overhead. Each time she touches another witch or a thunderbolt, she loses spell power and if all her power disappears she is doomed to Hell. In the passageways of Hell she can still escape back to earth as long as she doesn't touch the sides or crash into demons or molten lava (it's very like Balloon Rescue at this point). The sprite collision detection could do with sorting out a little here.

Although sometimes when the tail of the broomstick overlaps the passage walls in some parts, the merest hint of a touch elsewhere results in an explosive death.

If Fiona makes the grade on her earthly flight she enters one of six locations. The first is the Ghostly Graveyard where ghosts and skeletons roam. To retrieve her missing equipment Fiona must build up her spell power by 2000 points. These points are gained zapping anything that moves, collecting the debris and dropping it into the cauldron. If she should touch a moving ghost or skeleton she loses power. If the spell power drops to zero she goes back to Hell.

Success leads to another aerial zapping session with bats and ghouls to be killed. Success leads to the Witch Kitchen where bats accompanied by severed hands and feet assail our anti-heroine. Again she must add another 2000 points to debris dumping but by now I'd seen it all before. Later problems combine the former problems with the odd malicious mushroom or problematic pumpkin putting in an appearance. Each successful room visited being followed by another flight and failure leading to Hell.

Not much here to sustain interest so I turned the tape over to sample the freebie program on the other side.

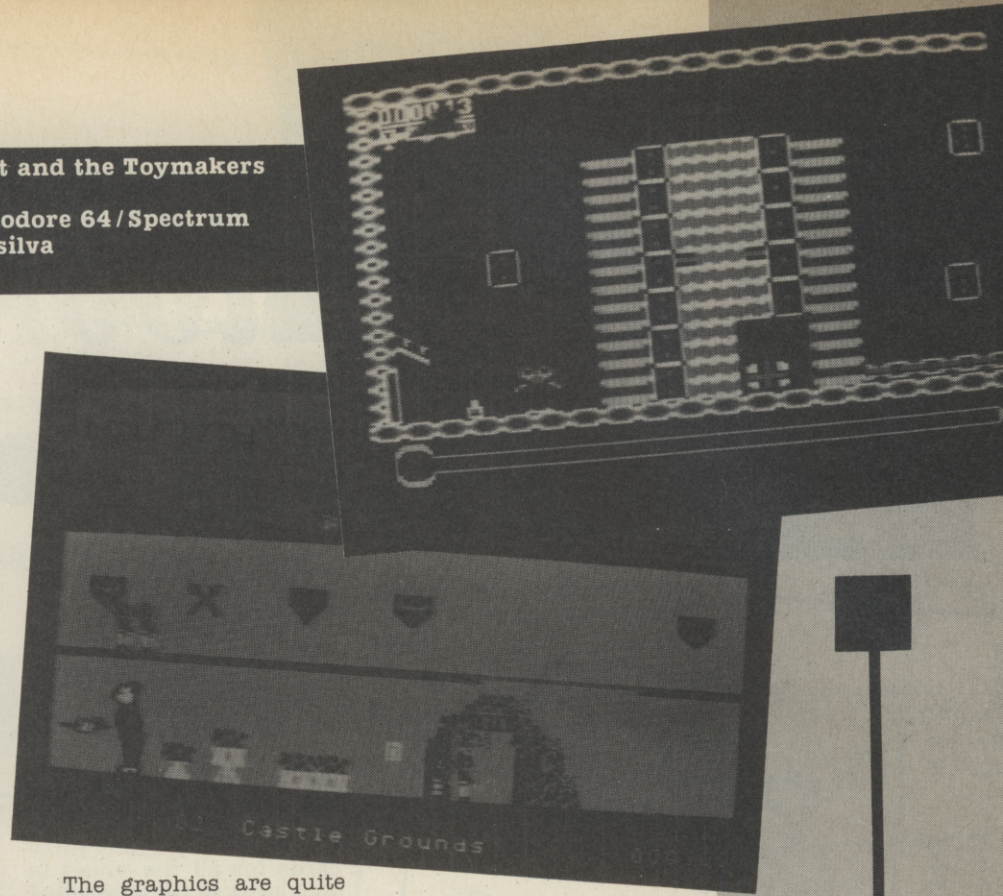
Daredevil Dennis is a platform game and sometimes the random positioning of problem objects makes the screens impossible to complete. Oh well, back to the drawing board. If you buy this tape, get it for Fiona and use the other side for recording your favourite pop song because Dennis is a definite Black Hole. **JG**

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●●
Value for money	●●

STAR RATING
White Dwarf

Title:	**Rupert and the Toymakers Party**
Computer:	**Commodore 64/Spectrum**
Supplier:	**Quicksilva**
Price:	**£7.99**



Good old Rupert the bear has been helping Mr Bear, like all good bears should do, but all his chums have dashed off to a party and are busy tucking into their current buns and drinking lashings of ginger pop.

How will Rupert get to the party before all the tuck is wolfed down? Well Rupert's friends have left a trail of invitations for him to follow. You (playing Rupert) must follow these and get to the party. There are four routes that you can follow and various things stand in your way. The main area is the castle with toy soldiers guarding it.

The gameplay is similar to the usual ladders and platforms with Rupert jumping around the various levels of the castle. The game is obviously aimed at the younger gamer though Quicksilva reckon that older players will still find it challenging — time will tell.

The graphics are quite good and Rupert is very recognisable (C64 version) I haven't seen the Spectrum version which will obviously have cruder graphics.

This is intended to be the first of a series of Rupert games, this one is alright, not brilliant, but reasonable. **MR**

PLANET RATINGS

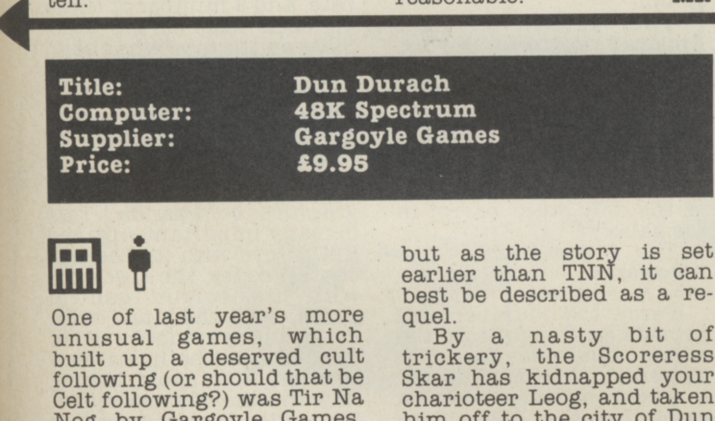
Originality	●●●
Graphics	●●●
Use of machine	●●
Value for money	●●●

STAR RATING
Bright Star ○

Title:	**Dun Durach**
Computer:	**48K Spectrum**
Supplier:	**Gargoyle Games**
Price:	**£9.95**

One of last year's more unusual games, which built up a deserved cult following (or should that be Celt following?) was Tir Na Nog by Gargoyle Games. Dun Durach is the second game to star Cuchulainn, but as the story is set earlier than TNN, it can best be described as a requel.

By a nasty bit of trickery, the Scoreress Skar has kidnapped your charioteer Leog, and taken him off to the city of Dun Durach. You instantly vow to get him back and your quest begins with you inside the secret city.



The mechanics of the game are the same as TNN. You can only walk left or right on the screen, if you want to turn a corner, you do so by changing the camera angle by 90°. There are, however, several major differences between Tir Na Nog and Dun Durach. The first is that there are many more characters for you to meet and do business with, and this necessitates the second major change which is the introduction of currency in the form of small multi-coloured coins called iridi. Throughout the course of the game you will have to buy and sell different articles such as books, wine, hemlock, gold bars etc. You will also have your money stolen or be conned but you may gain it back through working or gambling or even investing it in the bank. The purpose of all this wheeling and dealing is to buy sufficient information to find the location of your friend.

Being set in a city the game is easier to map than Tir Na Nog. All the streets are named and the houses numbered, just as in a real city. The city is approximately divided into a series of quarters, each with a different function — for example, Argot (the "money" quarter), The Soke (the dispossessed), Iomain (the pleasure quarter) and Ratha-De (the Streets of the Gods). The houses are usually occupied by various traders very willing to do business with you whilst you tend to meet the other main characters out in the streets.

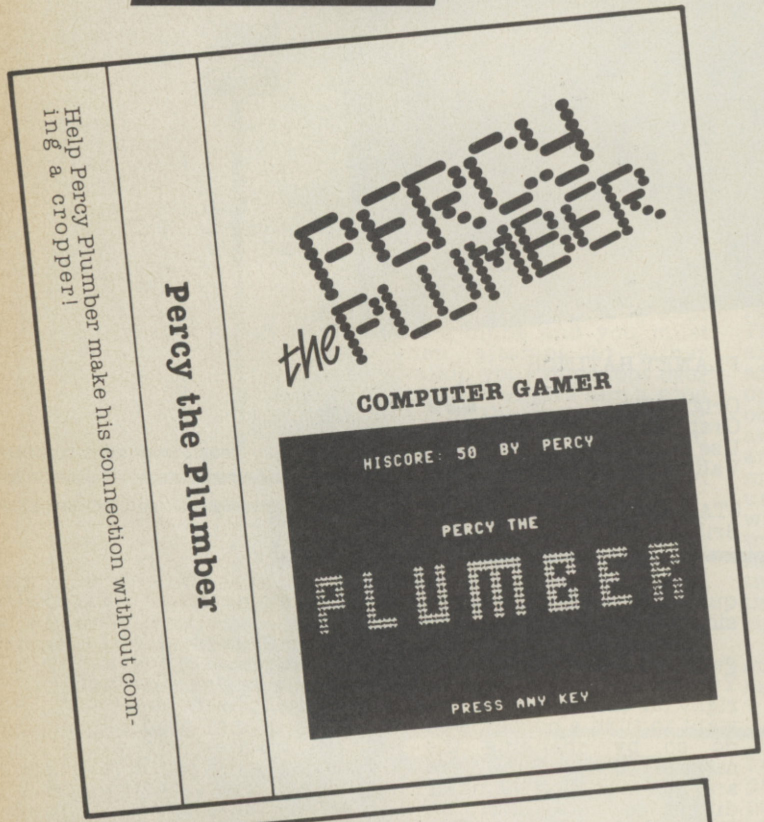
Dun Durach is a worthy successor to Tir NA Nog and appears to have much greater complexity than its predecessor due to its excellent charactrer interaction. Fans of Tir Na Nog will be sure to love this one but newcomers may prefer to get to grips with the original. **G H**

PLANET RATINGS

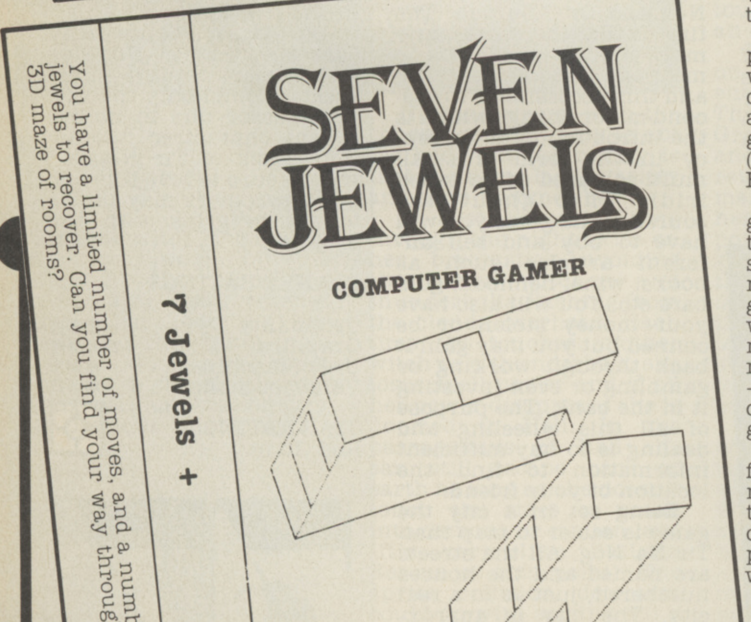
Originality	●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Red Giant ⌖

PROGRAMS PREVIEW



Help Percy Plumber make his connection without coming a cropper!



You have a limited number of moves, and a number of jewels to recover. Can you find your way through the 3D maze of rooms?

Program listings (contrary to the belief of some of the more amateur magazines) have been extremely popular in Gamer. We have tried to have at least one game for each of the more popular computers. These games we publish are often up to commercial standards, as anyone who played 'Kitchen Kapers' will tell you.

So starting with this issue we are printing inlay cards for all the games in this issue so that they look good on your shelf with the rest of your software collection. They also have a brief description so if you don't play them for a few weeks, you don't have to search through back issues of Computer Gamer to find out what you are supposed to do.

This month for the Amstrad we have two excellent games called Lawn Mower and Percy the Intergalactic Stunt Parrot, can you mow the lawn without wrecking your beautiful new mower? Or can you complete the film for MGM as the only stunt parrot in the galaxy?

The Spectrum has 7 Jewels + — a 3D adventure maze game.

Percy the Plumber will provide an insight into the water business for C64 owners, and Hippo Quest is a screen by screen action game for the BBC micro (although it may run on an Electron).

Remember anybody that gets a game published is entitled to an Alpha Rating, simply send an SAE and a note saying when the program was published and what your membership number is and we will return your Alpha Rating — the highest award in the club (excepting the master gamer award).

When you submit a game for publication you should make sure that you fill in the form on this page accurately — one or two people have sent in games without telling us what machines they were for!

With your tape or disk and coupon you should include a brief description of the game in the same style as the other programs in this and previous issues. All documentation of this type should be double spaced (a blank line between lines of text) and typed clearly.

Also we need self addressed packaging suitable for returning the stuff in if the program is not accepted for publication.

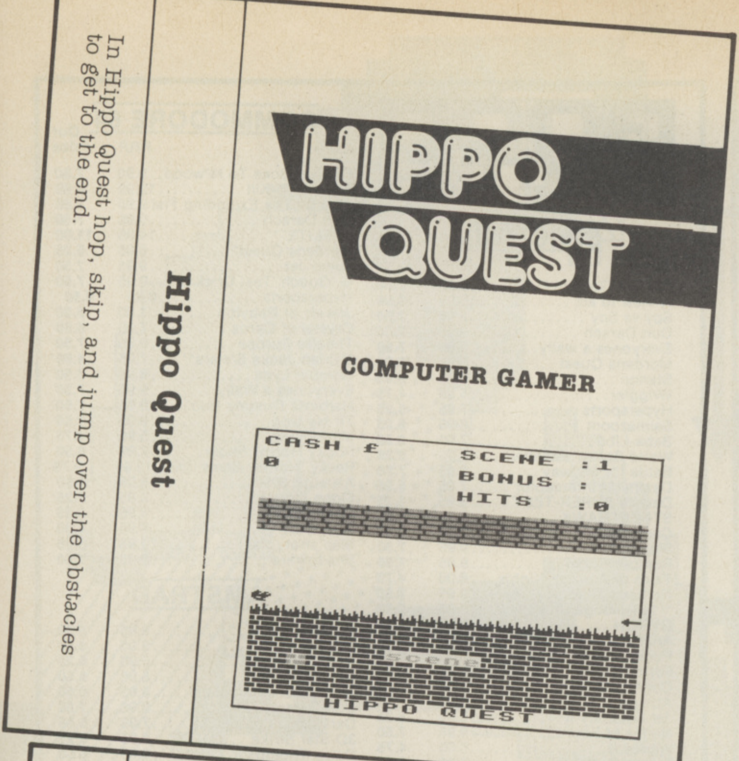
We are looking for high quality machine code and Basic listings for the following machines: Commodore 64, C16, Spectrum, Atari (all types), BBC, Electron, and the Amstrad. All programs should be recorded on tape at the slowest baud rate, and a number of times on each side of the tape. State on the tape what baud rate it is at and how many times it is recorded on the tape, also include any special loading instructions.

When writing a program try to avoid any embedded graphics commands. This is really important with the BBC micro with its Teletext control codes, the Spectrum with its colour control codes, and the Atari with its graphics symbols. All of these cannot be listed on a printer. Also avoid having any chunks of memory being loaded from tape as this is also not printable.

For most submissions a disk is preferable, but detailed loading instructions need to be given — and please do not put any protection, jamming of break/reset/restore keys etc. There's very little you can do to protect anything like that and it is just a waste of time for us to break it.

Oh yes!, we pay well for any submissions that are sent to us. Send everything with the name of the computer that the game is for on the back of the parcel/package, to:

Program Submissions
Computer Gamer
1 Golden Sq
London W1R 3AB



In Hippo Quest hop, skip, and jump over the obstacles to get to the end.

Hippo Quest

HIPPO QUEST

COMPUTER GAMER

```
CASH £          SCENE  :1
0               BONUS  :
                HITS   :0

HIPPO QUEST
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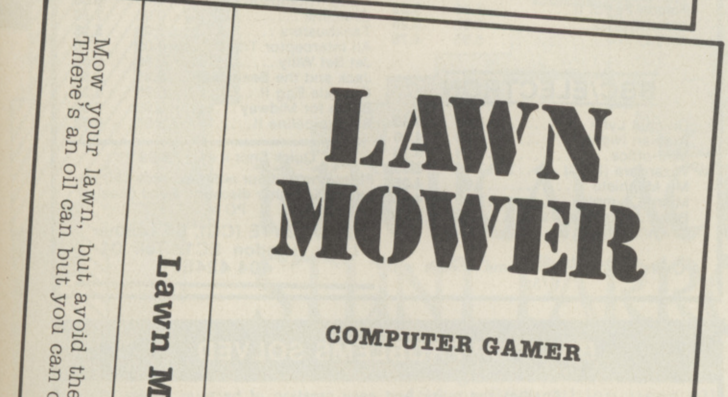
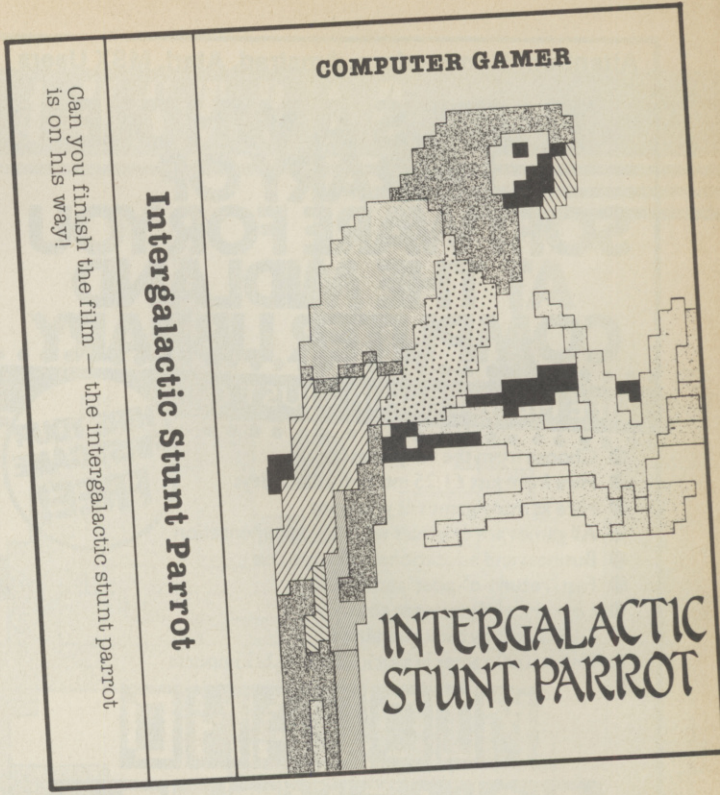


Mow your lawn, but avoid the rocks and your fuel. There's an oil can but you can only use it once.

Lawn Mower

LAWN MOWER

COMPUTER GAMER



Can you finish the film — the intergalactic stunt parrot is on his way!

Intergalactic Stunt Parrot

COMPUTER GAMER

INTERGALACTIC STUNT PARROT

Name: ....

Address: ....

....

Telephone: .... ID Code: ....

Computer: ....

Program name: ....

Additional details: ....

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BBC/ELECTRON

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INTERGALACTIC STUNT PARROT

Robert Buckley

Intergalactic Stunt Parrot is a game for the Amstrad 464 or 664, which uses all your skill over it's three totally different levels. Percy Parrot, the world's only stunt parrot is making MGM's latest blockbuster, can you help?

Level one is a typical platform game. Reach the treasure by jumping over poisonous flowers and operating lifts. And then make your way to the start again. 'Q' and 'W' are left and right. '/' is jump and ' ' operates the lifts.

Level two is a track and field type game where the faster you hit the keys the quicker you go. But this time it involves Percy moving along a ramp and then clearing cars. Percy is moved by 'Q' and 'W'.

The third and final level see's Percy falling from a tall tower hopefully into a large air bag. Each time the air bag moves, just to make it more difficult, and makes the reactions needed quicker. In the top right-hand corner of the screen is a power gauge. Holding down the ' ' key increases and decreases your jumping power. Just let go to jump. If you complete this level you will go back to level one.

Joystick option is also included. Left and right instead of 'Q' and 'W' and fire button is '/', the ' ' has to be used from keyboard.

This game incorporates stereo music on the title page and flicker free fast arcade action during the game. The program was written in mode 1 and although this only has four colours the graphics are improved by the high resolution.

```
10 A1=67:B1=59:C1=22:D1=30:HI=100:GOSUB 13
30
20 BORDER 0:INK 0,0:INK 1,26:INK 2,24:INK
3,6:MODE 1:GOSUB 1000
30 BA=1
40 INK 1,0:INK 2,0:INK 3,0:A=16:B=126:J=0:
CA=0
50 FOR LE=8 TO 20 STEP 4:PEN 2:PAPER 3:LOC
ATE 1,LE:PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaaaaaaaaa":NEXT:LOCATE 1,4:PRINT"aaaaa
a"
60 PAPER 0:PEN 1
70 PLOT 0,76,1:DRAWR 639,0:DRAWR 0,323:DRA
WR-639,0:DRAWR 0,-323:PLOT 2,78:DRAWR 635,
0:DRAWR 0,319:DRAWR-635,0:DRAWR 0,-319
80 LOCATE 37,20:PRINT"bl":LOCATE 37,16:PRI
NT"  ":LOCATE 10,16:PRINT"bl":LOCATE 10,12
:PRINT"  ":LOCATE 25,12:PRINT"bl":LOCATE 2
5,8:PRINT"  ":LOCATE 7,8:PRINT"bl"
90 LOCATE,2,3:PEN 2:FOR F=1 TO BA:PRINT"n"
;:NEXT:PEN 1:LOCATE 30,23:PRINT"LIVES";LI:
LOCATE 4,23:PRINT"SCORE";SC
100 A$(1)="de":A$(2)="fg":A$(3)="hi":A$(4)
="jk":D=1
```

81▶

```
110 PAPER 0:TAG:MOVE 500,112:PRINT"m";:MOV
E 200,112+64:PRINT"m";:MOVE 350,112+128:PR
INT"m";:MOVE 300,112+192:PRINT"m";:INK 1,2
6:INK 2,24:INK 3,6
120 MOVE A,B:PRINT A$(D);:MOVE A,B-16:PRIN
T A$(D+1);
130 IF NOT(INKEY(C1))AND A=576 THEN L=1
140 IF L=1 THEN 660
150 IF NOT(INKEY(A1))AND A>6 THEN IF D=1 T
HEN A=A-4:ELSE D=1
160 IF NOT(INKEY(B1))AND A<604 THEN IF D=3
 THEN A=A+4:ELSE D=3
170 IF NOT(INKEY(D1))AND J=0 THEN J=1:C=B:
J1=2.5:E=100
180 IF J=1 THEN GOSUB 900
190 IF A>468 AND A<508 AND B<140 THEN 960
200 IF A<8 AND CA=1 THEN CA=0:SC=SC+500:SO
UND 1,200,0,15,1:TAGOFF:LOCATE 9,23:PRINT
SC:TAG:BA=BA-1:IF BA=0 THEN TAGOFF:GOTO 10
70
210 IF J=1 THEN 150
220 GOTO 120
230 MOVE A,B:PRINT A$(D);:MOVE A,B-16:PRIN
T A$(D+1);
240 IF NOT(INKEY(C1))AND A=576 THEN L=1
250 IF L=1 THEN GOTO 690
260 IF NOT(INKEY(C1))AND A=144 THEN L=2
270 IF L=2 THEN GOTO 720
280 IF NOT(INKEY(A1))AND A>6 THEN IF D=1 T
HEN A=A-4:ELSE D=1
290 IF NOT(INKEY(B1))AND A<604 THEN IF D=3
 THEN A=A+4:ELSE D=3
300 IF NOT(INKEY(D1))AND J=0 THEN J=1:C=B:
J1=2.5:E=100
310 IF J=1 THEN GOSUB 900
320 IF A>168 AND A<208 AND B<204 THEN 960
330 IF J=1 THEN 280
340 GOTO 230
350 MOVE A,B:PRINT A$(D);:MOVE A,B-16:PRIN
T A$(D+1);
360 IF NOT(INKEY(C1))AND A=144 THEN L=1
370 IF L=1 THEN GOTO 750
380 IF NOT(INKEY(C1))AND A=384 THEN L=2
390 IF L=2 THEN GOTO 780
400 IF NOT(INKEY(A1))AND A>6 THEN IF D=1 T
HEN A=A-4:ELSE D=1
410 IF NOT(INKEY(B1))AND A<604 THEN IF D=3
 THEN A=A+4:ELSE D=3
420 IF NOT(INKEY(D1))AND J=0 THEN J=1:C=B:
J1=2.5:E=100
430 IF J=1 THEN GOSUB 900
440 IF A>318 AND A<358 AND B<268 THEN 960
450 IF J=1 THEN 400
460 GOTO 350
470 MOVE A,B:PRINT A$(D);:MOVE A,B-16:PRIN
T A$(D+1);
480 IF NOT(INKEY(C1))AND A=96 THEN L=1
490 IF L=1 THEN GOTO 810
500 IF NOT(INKEY(C1))AND A=384 THEN L=2
510 IF L=2 THEN GOTO 840
520 IF NOT(INKEY(A1))AND A>6 THEN IF D=1 T
HEN A=A-4:ELSE D=1
530 IF NOT(INKEY(B1))AND A<604 THEN IF D=3
 THEN A=A+4:ELSE D=3
540 IF NOT(INKEY(D1))AND J=0 THEN J=1:C=B:
J1=2.5:E=100
550 IF J=1 THEN GOSUB 900
560 IF A>268 AND A<308 AND B<268+64 THEN 9
60
570 IF J=1 THEN GOTO 520
580 GOTO 470
590 MOVE A,B:PRINT A$(D);:MOVE A,B-16:PRIN
T A$(D+1);
600 IF NOT(INKEY(C1))AND A=96 THEN L=1
610 IF L=1 THEN GOTO 870
620 IF NOT(INKEY(A1))AND A>BA*16 THEN IF D
=1 THEN A=A-4:ELSE D=1
630 IF NOT(INKEY(B1))AND A<96 THEN IF D=3
THEN A=A+4:ELSE D=3
640 IF A=BA*16+16 AND CA=0 THEN MOVE A-16,
B-16:PRINT" ";:SOUND 1,200,0,15,1:SC=SC+10
0:TAGOFF:LOCATE 9,23:PRINT SC:TAG:CA=1
650 GOTO 590
660 B=B+2:MOVE A,B-32:PRINT"bl";
670 IF B=190 THEN L=0:GOTO 230
680 GOTO 120
690 B=B-2:MOVE A,B-32:PRINT"bl";
700 IF B=126 THEN L=0:GOTO 120
710 GOTO 230
720 B=B+2:MOVE A,B-32:PRINT"bl";
730 IF B=254 THEN L=0:GOTO 350
740 GOTO 230
750 B=B-2:MOVE A,B-32:PRINT"bl";
760 IF B=190 THEN L=0:GOTO 230
770 GOTO 350
780 B=B+2:MOVE A,B-32:PRINT"bl";
790 IF B=318 THEN L=0:GOTO 470
800 GOTO 350
810 B=B+2:MOVE A,B-32:PRINT"bl";
820 IF B=382 THEN L=0:GOTO 590
830 GOTO 470
840 B=B-2:MOVE A,B-32:PRINT"bl";
850 IF B=254 THEN L=0:GOTO 350
860 GOTO 470
870 B=B-2:MOVE A,B-32:PRINT"bl";
880 IF B=318 THEN L=0:GOTO 470
890 GOTO 590
900 B=B+J1:J1=J1-0.2:E=E-3
910 MOVE A,B:PRINT A$(D);:MOVE A,B-16:PRIN
T A$(D+1);
920 IF B=C THEN J=0
930 RETURN
940 GOTO 230
950 RETURN
960 PLOT-4,0,3:MOVE A,B:PRINT A$(D);:MOVE
A,B-16:PRINT A$(D+1);:FOR G=0 TO 5:MOVE A,
B:PRINT CHR$(INT(RND*20)+129);CHR$(INT(RND
*20)+129);:MOVE A,B-16:PRINT CHR$(INT(RND*
20)+129);CHR$(INT(RND*20)+129);:PLOT-4,0,I
NT(RND*3)+1:NEXT:TAGOFF:CLS
970 LI=LI-1:IF LI=0 THEN 990
980 GOTO 40
990 GOTO 1330
1000 SYMBOL AFTER 97:SYMBOL 97,255,128,128
,128,255,8,8,255:SYMBOL 98,0,255,255,127,1
27,63,63:SYMBOL 108,0,255,255,254,254,252,
252:SYMBOL 109,0,0,32,168,112,112,168,32
1010 SYMBOL 100,0,17,11,7,20,55,116,244:SY
MBOL 101,0,32,96,224,192,88,176,160:SYMBOL
 102,231,15,15,15,7,0,119:SYMBOL 103,92,24
0,224,244,248,32,184
1020 SYMBOL 104,0,4,6,7,3,26,13,5:SYMBOL 1
05,0,136,208,224,40,236,46,47:SYMBOL 106,5
8,15,7,47,31,4,29:SYMBOL 107,231,240,240,2
40,224,0,238:SYMBOL 110,30,12,62,127,127,1
27,60:SYMBOL 111,136,221,255,255,255,255,2
55,255
1030 SYMBOL 112,7,8,16,16,32,47,127,142:SY
MBOL 113,255,0,4,8,16,255,255:SYMBOL 114,2
24,16,8,8,4,250,254,113:SYMBOL 115,142,255
,255,255,122,120,120,48:SYMBOL 116,0,255,2
55,255,126:SYMBOL 117,113,255,255,255,94,3
0,30,12
1040 SYMBOL 118,255,17,17,17,255,68,68,68
1050 ENV 1,15,-1,8
1060 RETURN
1070 CLS:INK 1,0:INK 2,0:INK 3,0:FOR F=1 T
O 8 STEP 2:PLOT 4,220-F,1:DRAWR 240,0:NEXT
1080 FOR F=10 TO 80 STEP 2:PLOT 4,220-F,3:
DRAWR 220,0:NEXT
1090 LOCATE 17,15:PRINT"pqr";:PEN 3:PRINT"
 pqr";:PEN 1:PRINT" pqr pqr":LOCATE 17,16:
PRINT"stu";:PEN 3:PRINT" stu";:PEN 1:PRINT
" stu stu"
1100 LOCATE 2,3:LOCATE 30,23:PRINT"LIVES";
LI:LOCATE 4,23:PRINT"SCORE";SC
1110 PRINT CHR$(22)+CHR$(1);:LOCATE 1,17:P
EN 2:PRINT"ooooooooooooooooooooooooooooo
ooooooooo":PRINT CHR$(22)+CHR$(0);:PAPER 2
:FOR F=18 TO 20:LOCATE 1,F:PRINT"
                              ":NEXT:PEN
1:PAPER 0
1120 PLOT 0,76,1:DRAWR 639,0:DRAWR 0,323:D
RAWR-639,0:DRAWR 0,-323:PLOT 2,78:DRAWR 63
5,0:DRAWR 0,319:DRAWR-635,0:DRAWR 0,-319
1130 A=6:B=250:K=1:J=0:INK 1,26:INK 2,12:I
NK 3,6
1140 A$=" hi":B$=" jk":TAG
1150 MOVE A,B:PRINT A$;:MOVE A,B-16:PRINT
B$;
1160 IF A>234 THEN B=B+2:GOTO 1230
1170 IF NOT(INKEY(A1))AND INKEY(B1)AND K=1
 AND A<234 THEN K=2:J=J+0.2:GOTO 1210
1180 IF NOT(INKEY(B1))AND INKEY(A1)AND K=2
 AND A<234 THEN K=1:J=J+0.4:GOTO 1210
1190 IF J>0.1 THEN J=J-0.1
1200 A=A+J:GOTO 1150
```

INTERGALACTIC STUNT PARROT

```
1210 A=A+J
1220 GOTO 1150
1230 MOVE A,B:PRINT A$;:MOVE A,B-16:PRINT
B$;
1240 B=B-1:IF J>0.12 THEN J=J-0.12
1250 IF A<586 THEN A=A+J
1260 IF B<207 AND A<478 THEN 1290
1270 IF B<174 THEN SC=SC+500:SOUND 1,200,0
,15,1:TAGOFF:LOCATE 9,23:PRINT SC:GOTO 149
0
1280 GOTO 1230
1290 PLOT-4,0,3:MOVE A+16,B:PRINT A$(D);:M
OVE A+16,B-16:PRINT A$(D+1);:FOR G=0 TO 5:
MOVE A+16,B:PRINT CHR$(INT(RND*20)+129);CH
R$(INT(RND*20)+129);:MOVE A+16,B-16:PRINT
CHR$(INT(RND*20)+129);CHR$(INT(RND*20)+129
);:PLOT-4,0,INT(RND*3)+1:NEXT:TAGOFF:CLS
1300 LI=LI-1:IF LI=0 THEN 990
1310 GOTO 1070
1320 GOTO 20
1330 INK 0,0:INK 2,0:INK 3,0:BORDER 0:PEN
1:PAPER 0:MODE 1:IF SC>HI THEN HI=SC:TAGOF
F:LOCATE 13,10:PRINT"NEW HIGH SCORE":LOCAT
E 17,12:PRINT HI:FOR F=0 TO 1000:NEXT
1340 SC=0:LI=3
1350 CLS:INK 1,0:LOCATE 9,2:PRINT"INTERGAL
ATIC STUNTPARROT"
1360 RESTORE 1370:READ A$:FOR F=0 TO 16:PO
KE 32000+F,VAL("&"+MID$(A$,F*2+1,2)):NEXT
1370 DATA 427920526F62657274204275636B6C65
79
1380 RANDOMIZE TIME:SYMBOL AFTER 39:TAG:FO
R F=0 TO 16:PLOT-4,0,INT(RND*2)+2:MOVE F*3
2+50,340+INT(RND*6):PRINT CHR$(PEEK(160*20
0+F));:NEXT
1390 TAGOFF:LOCATE 12,10:PRINT"1.JOYSTICK
CONTROL"
1400 LOCATE 12,13:PRINT"2.KEYBOARD CONTROL
"
1410 LOCATE 17,16:PRINT"3.START"
1420 RESTORE 1491:ENV 2,7,-2,1,7,2,1,7,-2,
1,7,2,1:INK 1,26:INK 2,24,6:INK 3,6,24
1430 LOCATE 13,23:PRINT"HIGH SCORE";HI
1440 A$=INKEY$
1450 IF A$="1"THEN A1=74:B1=75:D1=76
1460 IF A$="2"THEN A1=67:B1=59:D1=30
1470 IF A$="3"THEN 20
1475 READ NO,DU:IF NO=-1 THEN RESTORE 1491
:GOTO 1440
1476 SOUND 1,NO,-DU,15,2:SOUND 2,NO,-DU,15
,2:SOUND 4,NO,-DU,15,2:GOTO 1440
1480 GOTO 1440
1490 CLS:INK 1,0:INK 2,0:INK 3,0
1491 DATA 159,3,213,1,190,3,213,1,119,1,12
7,1,142,1,159,1,142,3,213,1,119,1,127,1,14
2,1,159,1,142,2,213,2,106,8,95,2,106,1,159
,1,106,2,119,2,127,2,190,1,159,1,127,2,142
,2
1493 DATA 127,4,119,1,127,1,142,1,159,1,14
2,4,127,1,142,1,159,1,169,1,159,8,0,20,-1,
-1
1500 FOR F=70 TO 76 STEP 2:PLOT F,300,3:DR
AWR 0,-200:DRAWR 50,100:DRAWR-50,100:NEXT
1510 FOR F=120 TO 126 STEP 2:PLOT F,300,3:
DRAWR 0,-200:DRAWR-50,100:DRAWR 50,100:NEX
T
1520 FOR F=294 TO 300:PLOT 70,F,3:DRAWR 50
,0:PLOT 70,F-97:DRAWR 50,0:PLOT 60,F+8,1:D
RAWR 100,0:NEXT
1530 MA=INT(RND*300)+200:FOR F=108 TO 150
STEP 2:PLOT MA,F,3:DRAWR 80,0:NEXT:PLOT MA
,150,0:PLOT MA+80,150:MOVE MA+20,150:DRAWR
 40,0
1540 PRINT CHR$(22)+CHR$(1);:LOCATE 1,19:P
EN 2:PRINT"ooooooooooooooooooooooooooooo
ooooooooo":PRINT CHR$(22)+CHR$(0);:PAPER 2
:LOCATE 1,20:PRINT"
                  ":PEN 1:PAPER 0
1550 LOCATE 35,2:PRINT"POWER":PLOT 558,350
,1:DRAWR 0,12:DRAWR 50,0:DRAWR 0,-12:DRAWR
-50,0
1560 LOCATE 2,3:LOCATE 30,23:PRINT"LIVES";
LI:LOCATE 4,23:PRINT"SCORE";SC
1570 INK 1,26:INK 2,24:INK 3,6
1580 PLOT 0,76,1:DRAWR 639,0:DRAWR 0,323:D
RAWR-639,0:DRAWR 0,-323:PLOT 2,78:DRAWR 63
5,0:DRAWR 0,319:DRAWR-635,0:DRAWR 0,-319:A
=120:B=340:TAG:A$=" hi":B$=" jk"
1590 MOVE A,B+16:PRINT"  ";:MOVE A,B:PRIN
T A$;:MOVE A,B-16:PRINT B$;
1600 K=0
1610 IF NOT(INKEY(C1))THEN K=K+1:GOTO 1630
1620 GOTO 1610
1630 PLOT 559+K,352,2:DRAWR 0,8
1640 IF INKEY(C1)THEN 1700
1650 IF K<48 THEN K=K+1:GOTO 1630
1660 PLOT 559+K,352,0:DRAWR 0,8
1670 IF INKEY(C1)THEN 1700
1680 IF K>1 THEN K=K-1:GOTO 1660
1690 GOTO 1630
1700 K=K/5+1:Z=2:PLOT-4,0,1
1710 A=A+K:B=B+Z
1720 MOVE A,B+16:PRINT"  ";:MOVE A,B:PRIN
T A$;:MOVE A,B-16:PRINT B$;
1730 Z=Z-0.1:IF K>0.1 THEN K=K-0.1
1740 IF B<149 THEN 1790
1750 IF A>582 THEN K=0
1760 IF TEST(A,B-34)=3 OR TEST(A+48,B-34)=
3 THEN 1780
1770 GOTO 1710
1780 SC=SC+500:SOUND 1,200,0,15,1:TAGOFF:L
OCATE 9,23:PRINT SC:GOTO 1320
1790 PLOT-4,0,3:MOVE A+16,B:PRINT A$(D);:M
OVE A+16,B-16:PRINT A$(D+1);:FOR G=0 TO 5:
MOVE A+16,B:PRINT CHR$(INT(RND*20)+129);CH
R$(INT(RND*20)+129);:MOVE A+16,B-16:PRINT
CHR$(INT(RND*20)+129);CHR$(INT(RND*20)+129
);:PLOT-4,0,INT(RND*3)+1:NEXT:TAGOFF:CLS
1800 LI=LI-1:IF LI=0 THEN 990
1810 GOTO 1490
```

SEVEN JEWELS

Benjamin Gordon

In "7 Jewels+" you are moving around a maze of 100 rooms. To score a maximum of 100% you have to collect 10 treasures and escape. There are 6 types of room, 2 types of treasure, tables, chairs. There is a single key entry system e.g. you would press only "n" to go north.

To move in the maze use keys:

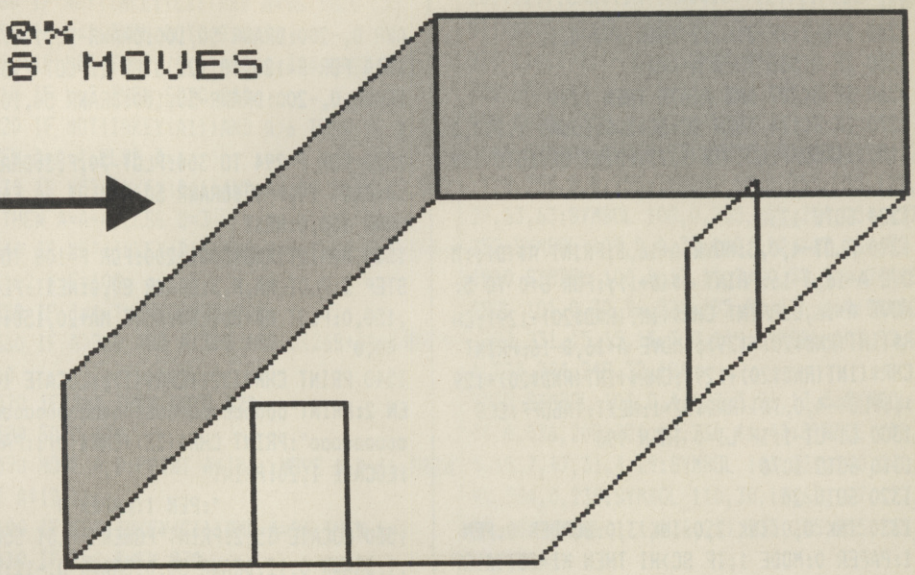
n — North
s — South
e — East
w — West
t — Take
q — Quit game

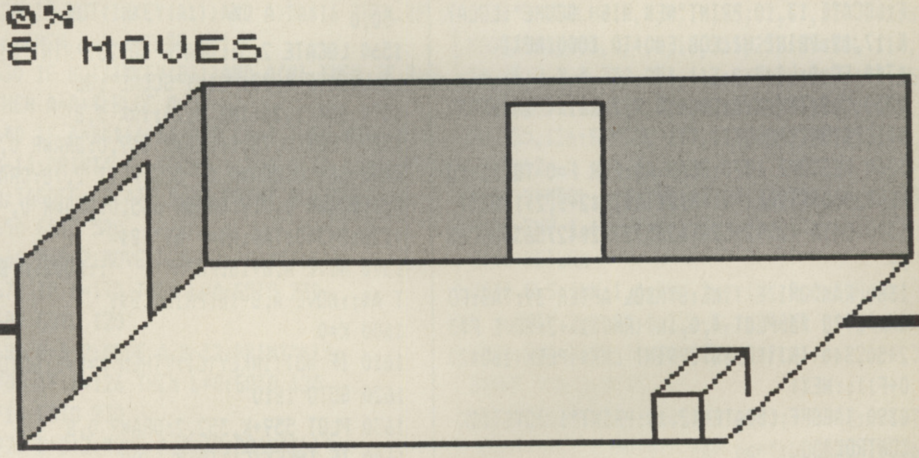
You see the room from the top right hand corner.

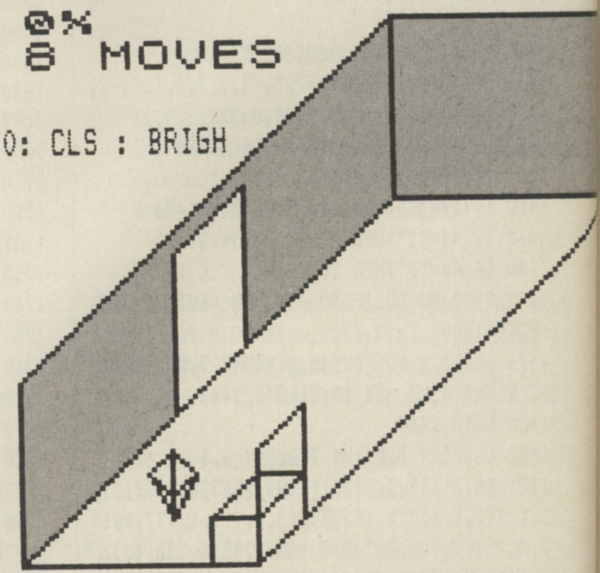
The game is database. The program draws the room, doors, tables, chairs from the data in the data base. The program updates the data as you move around the maze. There are six bits of data for each room:

bits 1-4 exits/doors
bit 5 room size (1-6)
bit 6 furniture

So with some thought you could design your own mazes.



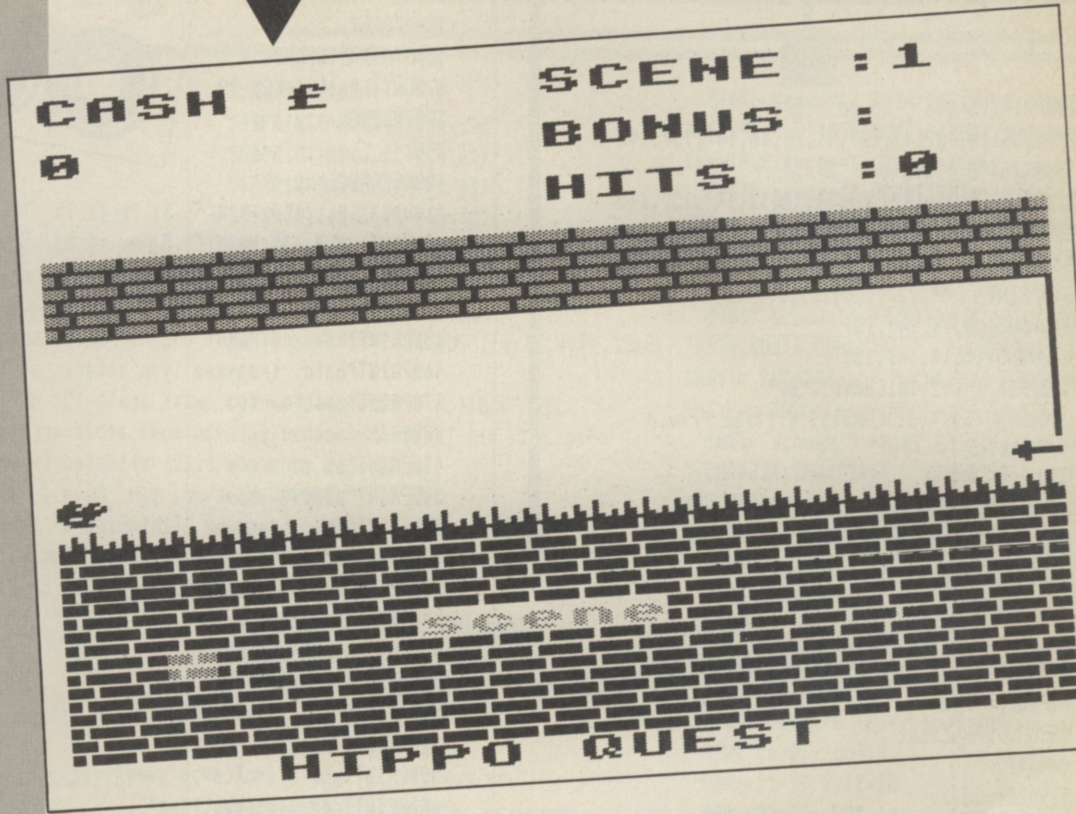




```
   1 BORDER 0: INK 7: PAPER 0: CLS : BRIGH
T 1
   2 CLEAR
   3 LET m0
   5 LET a=2: LET d=2
   6 LET n=1: LET s=0
   7 DIM j(7): DIM e(3)
  10 DIM d$(100,4)
  15 GO TO 200
  16  REM room varible
  20 DIM r$(100): LET r$="12531431115135355
55212143541211325365211324113414243143421З
14214343543534243412412124351524351653666l
"
```

```
  21 LET n=1
  25  REM more room varible
  30 DIM g$(100): LET g$="0120201021122120
120120120120121202012002011010212221221212
120010000010201212021021120121212102020010
"
  40 REM room size
  50 LET m=m+1: IF r$(n)="1" THEN  LET a=2
: LET d=2
  51 IF r$(n)="2" THEN  LET a=2: LET d=1
  52 IF r$(n)="3" THEN  LET a=1: LET d=2
  53 IF r$(n)="4" THEN  LET a=1: LET d=1
  54 IF r$(n)="5" THEN  LET a=3: LET d=1
  55 IF r$(n)="6" THEN  LET a=3: LET d=2
  99 REM draw room
 100 CLS : PLOT 5,5: DRAW a*50,0: DRAW d*4
0,d*40: DRAW -a*50,0: DRAW -d*40,-d*40: DR
AW 0,40: DRAW d*40,d*40: DRAW 0,-40: DRAW
0,40: DRAW a*50,0: DRAW 0,-40
 101 FOR b=1 TO 7: IF j(b)=n THEN  INK 4:
BRIGHT 1: PLOT 32,25: DRAW 5,5: DRAW 5,-5:
 DRAW -5,-5: DRAW -5,5: DRAW 5,-10: DRAW 5
,10: DRAW -5,5: DRAW 0,-15: INK 7
 102 NEXT b
 103 FOR b=1 TO 3: IF e(b)=n THEN  GO SUB
300
 104 NEXT b
 105 PRINT AT 0,0; PAPER 2;s;"%": REM prin
t score
 106  REM print number of moves
 107 IF m=1 THEN  PRINT AT 1,0; PAPER 2;m;
" MOVE"
 108 IF m<>1 THEN  PRINT AT 1,0; PAPER 2;m
;" MOVES"
 109 IF n=100 THEN  PLOT 65,5: DRAW 0,35:
DRAW 20,0: DRAW 0,-35: PLOT 65,20: DRAW -3
,0: DRAW 6,0
 110 IF d$(n,1)="1" THEN  PLOT d*40+a*50/2
-5,5+d*40: DRAW 0,35: DRAW 20,0: DRAW 0,-3
5
 111 IF d$(n,2)="1" THEN  PLOT a*50/2-5,5:
 DRAW 0,35: DRAW 20,0: DRAW 0,-35
 112 IF d$(n,3)="1" THEN  PLOT d*40/2-2,d*
40/2-2: DRAW 0,35: DRAW 15,15: DRAW 0,-35
```

```
 113 IF d$(n,4)="1" THEN  PLOT d*40/2-2+a*
50,d*40/2-2: DAW 0,35: DRAW 15,15: DRAW 0,
-35
 114 IF g$(n)="1" THEN  PLOT a*50,5: DRAW
0,10:DRAW 10,10: DRAW 0,-10: DRAW 0,10: DR
AW -10,0: DRAW -10,-10: DRAW 0,-10: DRAW 0
,10: DRAW 10,0
 115 IF g$(n)="2" THEN  PLOT a*50+5,5: DRA
W 0,25: DRAW 10,10: DRAW 0,-25: DRAW 0,10:
 DRAW -10,0: DRAW -10,-10: DRAW 0,-10: DRA
W 0,10: DRAW 10,0: DRAW 10,10
 119 REM input+moving
 120 LET f$=INKEY$: IF f$=" " THEN  GO TO
120
 121 IF f$="s" AND n=100 THEN  LET s=s+40:
 GO TO 170
 122 IF f$="s" AND d$(n,2)="1" THEN  PRINT
#0;"SOUTH": PAUSE 50: LET n=n+10: GO TO 5
0
 123 IF f$="w" AND d$(n,3)="1" THEN  PRINT
#0;"WEST": PAUSE 50: LET n=n-1: GO TO 50
 124 IF f$="e" AND d$(n,4)="1" THEN  PRINT
#0;"EAST": PAUSE 50: LET n=n+1: GO TO 50
 125 IF f$="t" THEN  GO TO 150
 126 IF f$="q" THEN  GO TO 170
 129 IF f$="n" AND d$(n,1)="1" THEN  PRINT
#0;"NORTH": PAUSE 50: LET n=n-10: GO TO 5
0
 130 GO TO 120
 149 REM "take"
 150 FOR b=1 TO 7: IF j(b)=n THEN  PRINT #
0;"TAKE": LET s=s+5: LET j(b)=0: GO TO 50
 151 NEXT b
 152 FOR b=1 TO 3: IF e(b)=n THEN  PRINT #
0;"TAKE": LET e(b)=0: LET s=s+5: PAUSE 50:
 GO TO 50
 153 NEXT b
 159 GO TO 120
 169 REM quit
 170 PRINT #0; PAPER 2; INK 7;AT 0,2;"YOU
SCORED ";s+10;"% OUT OF 100%"
 180 PRINT #0; PAPER 1;;"PRESS ANY KEY TO
START NEXT GAME"
 189 PAUSE 100
 190 PAUSE 0: GO TO 400
 199 REM data
 200 FOR n=1 TO 100: READ d$(n,1 TO 4): NE
XT n
 201 DATA "0101","0011","0011","0111","001
0","0101","0011","0110","0110","0110"
 202 DATA "1101","0010","0101","1010","010
1","1010","0001","1110","1101","1110"
 203 DATA "1101","0110","1101","0010","100
1","0110","0001","1011","1010","1000"
 204 DATA "1001","1010","1101","0010","010
1","1011","0010","0101","0011","0110"
 205 DATA "0101","0011","1111","0010","110
0","0101","0011","1010","0101","1110"
 206 DATA "1100","0101","1010","0101","101
0","1100","0001","0011","0110","1100"
 207 DATA "1100","1001","0011","1011","001
1","1010","0101","0011","0011","1010"
 208 DATA "1000","0101","0110","0101","001
1","0110","1001","0110","0101","0110"
 209 DATA "0001","1110","1001","1111","001
0","1000","0101","1010","1100","1100"
 210 DATA "0001","1011","0011","1011","001
1","0011","1011","0011","1010","1100"
 220 FOR n=1 TO 7: READ j(n): NEXT n
 223 DATA 12,17,24,37,62,83,86
 224 FOR b=1 TO 3: READ e(b): NEXT b
 225 DATA 5,30,44
 298 GO TO 20
 300 REM draw bottles
 301 PLOT a*50/2+d*40/2-2,d*40/2:
 302 PRINT  PAPER 4;AT 16,11;" "
 303 DRAW 8,0: DRAW 0,10: DRAW -3,3: DRAW
0,6: INK 2: DRAW 0,2: DRAW -2,0: DRAW 0,-2
: INK 7: DRAW 0,-6: DRAW -3,-3: DRAW 0,-10
 304 BRIGHT 1: INK 2: PLOT 91,d*40/2+19: D
RAW 1,0: DRAW 0,-3: DRAW 1,0: DRAW 0,3: IN
K 7:
 310 GO TO 105
 399 REM picture between games
 400 CLS : FOR n=1 TO 3: PRINT AT n+12,0;
PAPER n;"                                ":
 NEXT n
 401 PLOT 30,50: DRAW 5,0: DRAW 0,20: DRAW
-5,0: DRAW 10,0
 402 PLOT 50,50: DRAW -10,0: DRAW 0,20: DR
AW 10,0: DRAW -10,0: DRAW 0,-10: DRAW 10,0
 403 PLOT 56,70: DRAW 0,-20: DRAW 5,0: DRA
W 0,5: DRAW 0,-5: DRAW 5,0: DRAW 0,20
 404 PLOT 80,50: DRAW -10,0: DRAW 0,20: DR
AW 10,0: DRAW -10,0: DRAW 0,-10: DRAW 10,0
 405 PLOT 83,70: DRAW 0,-20: DRAW 10,0
 406 PLOT 95,50: DRAW 10,0: DRAW 0,10: DRA
W -10,0: DRAW 0,10: DRAW 10,0
 407 PLOT 108,60: DRAW 20,0: DRAW -10,0: D
RAW 0,-10: DRAW 0,20
 408 PLOT 10,50: DRAW 0,20: DRAW -8,0
 410 PRINT AT 0,0;"LAST SCORE ";s+10;"%"
 411 PRINT AT 1,0;"LAST NUMMBER OF MOVES "
;m;
 412 PRINT AT 0+3,0;"n-NORTH"
 413 PRINT AT 1+3,0;"s-SOUTH"
 414 PRINT AT 2+3,0;"e-EAST"
 415 PRINT AT 3+3,0;"w-WEST"
 416 PRINT AT 4+3,0;"t-TAKE"
 417 PRINT AT 5+3,0;"q-QUIT"
 420 PRINT #0;AT 0,0; PAPER 2; BRIGHT 1;"A
NY KEY TO  CONTINUE "; FLASH 1; PAPER 0;"L
"
 450 PAUSE 100: PAUSE 0: RUN
 455 REM to save game type      RUN 500
 500  SAVE "7 JEWELS+" LINE 1
```



HIPPO QUEST

William Prew

In 'Hippo Quest' you control a hippo who has to reach the other side of the island inhabited by Indians who fire arrows at you.

Full instructions are in the program, but here are a few tips on how to type the program in. In order to fit the program into the available memory on my Beeb, I had to split the game into three parts. Type in the first part and save it as "HIPP1", then type in the second and save it as "HIPP2", then lastly type in part three paying particular attention to the Assembly language at the end of the program, and save it as "HIPP3".

If you do not use discs or do not have a Disk Filing System installed in your computer then you can leave out the downloader in the first few lines of the third program, otherwise it is extremely important to include the routine. Also save the third part of the program before you run it otherwise you will lose half of your program (only applies to DFS owners) and that could be a bit disastrous couldn't it?

As a suggestion for disc owners, you could split the program up into more parts, which could be loaded as the game proceeds. This would enable more screens to be put into the game.

```
 10REM Hippo Quest.
 20REM By William Prew.
 30REM Idea: Sarah Prew.
 40REM January 1985.
 50:
 60*FX220,1
 70MODE7
 80PROCpicky
 90PROCload
100END
110:
120DEFPROCpicky
130VDU147,157
140VDU31,0,1,147,157
150VDU31,0,2,147,157
160VDU31,0,3,147,157,145
170PRINT"j   5 5 6`i 6`i 6`i "
180VDU31,0,4,147,157,145
190PRINT"j   5 5 5 j 5 j 5 j"
200VDU31,0,5,147,157,145
210PRINT"j```5 5 7`! 7`! 5 j"
220VDU31,0,6,147,157,145
230PRINT"j   5 5 5   5   ep:"
240VDU31,0,7,147,157
250VDU31,0,8,147,157,31,16,8,147,157,145
260PRINT"6`i 5 j 7` 6`$ `7!"
270VDU31,0,9,147,157,31,16,9,147,157,145
```

HIPPO QUEST

```
280PRINT"5 j 5 j up ep   5"
290VDU31,0,10,147,157,31,16,10,147,157,145
300PRINT"5 j 5 j 5    5  5"
310VDU31,0,11,147,157,31,16,11,147,157,145
320PRINT"ep* ep: up dp%  5"
330VDU31,0,12,147,157,31,16,12,147,157,145
340PRINT"  "",,,,,,,,,,,,,,,"
350VDU31,0,13,147,157
360VDU31,0,14,147,157
370PRINTTAB(2,10)CHR$132"By"
380PRINTTAB(4,11)CHR$132"William Prew."
390ENDPROC
400:
410DEFPROCload
420VDU28,12,21,35,19
430CHAIN"HIPP2"
440ENDPROC
```

```
10PRINT'Press the SPACEBAR";:REPEATUNTILGET=32
20PROCdefine
30MODE7:PROCinst
40MODE2
50PROCdisplay
60PROCkeyorjoy
70MODE7
80CLS:PROCload
90END
100:
110DEFPROCdefine
120RESTORE180
130FOR a%=224 TO 234
140VDU23,a%
150FOR b%=0 TO 7
160READ char%:VDUchar%
170NEXT,
180DATA &00,&00,&04,&24,&24,&B4,&B6,&FF
190DATA &18,&7E,&FF,&FF,&81,&42,&24,&18
200DATA &20,&76,&ED,&FF,&FE,&CC,&78,&3C
210DATA &3C,&5A,&3C,&E7,&FF,&7E,&7E,&66
220DATA &00,&00,&00,&30,&78,&FF,&FF,&FF
230DATA &00,&20,&60,&FF,&FF,&60,&20,&00
240DATA &60,&B0,&FD,&7F,&7F,&BF,&7E,&3C
250DATA &18,&18,&7E,&7E,&18,&18,&18,&00
260DATA &00,&04,&06,&FF,&FF,&06,&04,&00
270DATA &F7,&F7,&F7,&00,&DF,&DF,&DF,&00
280DATA &FF,&80,&80,&80,&80,&80,&80,&FF
290ENVELOPE1,3,0,0,0,0,0,0,126,-1,0,-5,126,0
300ENVELOPE2,1,0,0,0,1,1,1,126,-4,-1,-4,126,0
310ENVELOPE3,132,-1,0,0,50,0,0,20,-1,-1,-12,126,0
320ENDPROC
330:
340DEFPROCkeyorjoy
350REPEAT
360A=ADVAL(0)AND1
370UNTILA=1ORINKEY-99
380ENDPROC
390:
400DEFPROCinst
410VDU31,0,1,150:PRINT"j 5j 7k 7k 7k  7k 5j 7!6) `7'"
420VDU31,0,2,150:PRINT"j,5j =. =. 5j  5j 5j =$""i  5"
430VDU31,0,3,150:PRINT"j 5j 5  5  uz  u: uz u0d:  5"
440VDU31,16,4,150:PRINT""""
450PRINT"You are HARRY the HIPPO. In search for"'
460PRINT"gold  treasure  you attack  an Indian"'
470PRINT"castle. You  must scale 15  different"'
480PRINT"scenes but you must avoid arrows fired"'
490PRINT"at you  and pits  situated in various"'
500PRINT"places. However, you  have 3  lives !"'
510PRINT"You  score by  finishing a  scene and"'
520PRINT"collecting the remaining bonus."'
530PRINT'CHR$130"Press the SPACEBAR or FIRE.";
540PROCkeyorjoy
550CLS
560PRINT''CHR$134"KEYS :"'
570PRINT" f0    - Sound off"
580PRINT" f1    - Sound on"
590PRINT" f2    - Freeze game"
600PRINT" f3    - Continue"
610PRINT" f4    - Abort game"
620PRINT" f5    - Keyboard to Joystick toggle"
630PRINT" f6    - Joystick to Keyboard toggle"'
640PRINTCHR$134"CONTROLS :"'
650PRINT"CTRL   - Forward"
660PRINT"RETURN - Jump"''
670PRINTCHR$134"Press the SPACEBAR or FIRE.";
680PROCkeyorjoy
690ENDPROC
700:
710DEFPROCdisplay
720VDU17,6,31,1,6,226,17,3:PRINT" - Harry the hippo"
730VDU17,2,31,1,9,224,17,3:PRINT" - Grass"
740VDU17,3,31,1,12,229:PRINT" - Arrow (left)"
750VDU31,1,15,232:PRINT" - Arrow (right)"
760VDU17,1,31,1,18,233,17,3:PRINT" - Wall"
770VDU17,7,31,1,21,231,17,6,31,1,22,230,17,3:PRINT" - A dead Harry"
780VDU17,6,31,1,25:PRINT"press SPACE / FIRE";
790ENDPROC
800:
810DEFPROCwait(prmtr)
820FOR delay=0 TO prmtr
830NEXTdelay
840ENDPROC
850:
860DEFPROCload
870PRINTTAB(0,2)CHR$134"Please wait while the game loads."
880PRINTTAB(0,15)CHR$134"When the game has loaded the game will"
890PRINTTAB(0,17)CHR$134"start automatically so be ready ..."
900VDU28,1,9,15,5:CHAIN"HIPP3"
910ENDPROC
>LIST
```

```
   10*KEY0*TA.ñMD%=PAGE-&E00:FOR I%=PAGE T
O TOP STEP4:!(I%-D%)=!I%:NEXT:PAGE=&E00ñMO
LDñMDEL.10,30ñMRUNñM
   20*FX138,0,128
   30END
   40PROCassemble
   50CALL disable
   60REPEAT
   70key=TRUE
   80done=FALSE
   90MODE2:VDU23;8202;0;0;0;
  100IF NOT done PROCgame
  110IF done MODE7:PROCword:PROCtable
  120IF hit MODE7:PROCtable
  130UNTIL FALSE
  140:
  150DEFPROCgame
  160scene=1:cash=0
  170hippo=0:bonus=100
  180REPEAT
  190CLS
  200PROCdefine
  210PROCbooleans
  220PROCscene
  230CALL wall
  240IF scene<15 THEN CALL castle
  250COLOUR2
  260PRINTTAB(2,24)STRING$(15,CHR$233)
  270COLOUR1
  280PRINTTAB(2,24)STRING$(scene,CHR$233)
  290COLOUR1:PRINTTAB(7,23)"scene"
  300PROChippo:IF scene=1 PROCstart
  310REPEAT
  320IF INKEY-33 THEN *FX210,1
  330IF INKEY-114 THEN *FX210
  340IF INKEY-21 THEN PROCabort
  350IF INKEY-117 THEN key=FALSE
  360IF INKEY-118 THEN key=TRUE
  370bonus=bonus-1
  380PROChippo
  390IF bonus=0 PROCstun
  400IF one AND FNscrn(ax1%,ay1%)=130 THEN
 PROCstun
  410IF two AND FNscrn(ax2%,ay2%)=130 THEN
 PROCstun
  420IF three AND FNscrn(ax3%,ay3%)=130 TH
EN PROCstun
  430IF opp AND FNscrn(ax4%,ay4%)=130 THEN
 PROCstun
  440COLOUR6:PRINTTAB(17,5);bonus;" "
  450IF x_co<17 AND key=TRUE AND hit=FALSE
 AND INKEY(-74) THEN PROCjump
  460joy=ADVAL(0) AND 1
  470IF x_co<17 AND key=FALSE AND joy=1 AN
D hit=FALSE THEN PROCjump
  480A%=19:CALL osword
  490IF INKEY-115 THEN REPEATUNTILINKEY-11
6
  500ax1%=ax1%-1
  510ax2%=ax2%-1
  520ax3%=ax3%-1
  530ax4%=ax4%+1
  540PRINTTAB(ax1%+1,ay1%)" "
  550PRINTTAB(ax2%+1,ay2%)" "
  560PRINTTAB(ax3%+1,ay3%)" "
  570PRINTTAB(ax4%-1,ay4%)" "
  580IF ax1%=-1 THEN ax1%=19
  590IF ax2%=-1 THEN ax2%=19
  600IF ax3%=-1 THEN ax3%=19
  610IF ax4%=19 THEN VDU31,ax4%,ay4%,32:ax
4%=1
  620UNTIL done OR x_co>18 OR hit
  630IF x_co>18 AND NOT hit PROCnext
  640UNTIL done OR hit
  650ENDPROC
  660:
  670DEFPROCscene
  680COLOUR2
  690PRINTTAB(4,28)"HIPPO QUEST"
  700COLOUR6
  710PRINTTAB(0,3)"CASH `";TAB(10)"SCENE :
";scene
  720PRINTTAB(0,5);cash
  730PRINTTAB(10,5)"BONUS :"
  740PRINTTAB(10,7)"HITS  :";hippo
  750COLOUR2
  760IF scene=1 PRINTTAB(0,19)STRING$(20,C
HR$224):one=TRUE
  770IF scene=2 PRINTTAB(0,19)STRING$(4,CH
R$224);"  ";STRING$(14,CHR$224):one=TRUE
  780IF scene=3 PRINTTAB(0,19)STRING$(4,CH
R$224);"  ";STRING$(4,CHR$224);"  "STRING$
(8,CHR$224):one=TRUE
  790IF scene=4 PRINTTAB(0,19)STRING$(20,C
HR$224):one=TRUE:two=TRUE
  800IF scene=5 PRINTTAB(0,19)STRING$(8,CH
R$224);"  ";STRING$(10,CHR$224):one=TRUE:t
wo=TRUE
  810IF scene=6 PRINTTAB(0,19)STRING$(5,CH
R$224);"  ";STRING$(4,CHR$224);"  ";CHR$22
4;"  ";STRING$(5,CHR$224):one=TRUE:two=TRU
E
  820IF scene=7 PRINTTAB(0,19)STRING$(20,C
HR$224):one=TRUE:two=TRUE:three=TRUE
  830IF scene=8 PRINTTAB(0,19)STRING$(8,CH
R$224);"  ";STRING$(10,CHR$224):one=TRUE:t
wo=TRUE:three=TRUE
  840IF scene=9 PRINTTAB(0,19)STRING$(4,CH
R$224);"  ";STRING$(4,CHR$224);"  ";STRING
$(5,CHR$224);"  ";CHR$224:one=TRUE:two=TRU
E:three=TRUE
  850IF scene=10 PRINTTAB(0,19)STRING$(20,
CHR$224):one=TRUE:two=FALSE:three=TRUE:opp
=TRUE
  860IF scene=11 PRINTTAB(0,19)STRING$(20,
CHR$224):one=TRUE:two=TRUE:three=TRUE:opp=
TRUE
  870IF scene=12 PRINTTAB(0,19)STRING$(5,C
HR$224);"  ";STRING$(13,CHR$224):one=TRUE:
two=TRUE:three=TRUE:opp=TRUE
  880IF scene=13 PRINTTAB(0,19)CHR$224CHR$
224;"  ";STRING$(5,CHR$224);"  ";CHR$224CH
R$224;"  ";STRING$(5,CHR$224):one=TRUE:two
=TRUE:three=TRUE:opp=TRUE
  890IF scene=14 PRINTTAB(0,19)CHR$224;"
";STRING$(4,CHR$224);"  ";CHR$224;"  ";STR
ING$(4,CHR$224);"  ";CHR$224 CHR$224:one=T
RUE:two=TRUE:three=TRUE:opp=TRUE
  900IF scene=15 PRINTTAB(0,19)CHR$224;"
";CHR$224;CHR$224;"  ";CHR$224;"  ";STRING
$(5,CHR$224);"  ";STRING$(6,CHR$224):one=T
RUE:two=TRUE:three=TRUE:opp=TRUE
  910IFscene=15 PROCtreasure
  920ENDPROC
  930:
  940DEFPROCdefine
  950PRINTTAB(0,18)STRING$(20,CHR$32)
  960IF bonus=0 THEN bonus=100
  970x_co=0:y_co=18
  980ax1%=19:ay1%=18
  990ax2%=16:ay2%=18
 1000ax3%=12:ay3%=18
 1010ax4%=2:ay4%=18
 1020ENDPROC
 1030:
 1040DEFPROCbooleans
 1050hit=FALSE:opp=FALSE
 1060one=FALSE:two=FALSE:three=FALSE
 1070done=FALSE
 1080bonus=100
 1090ENDPROC
 1100:
 1110DEFPROChippo
 1120PROCarrows
 1130COLOUR6
 1140PRINTTAB(x_co,y_co)" "
 1150IF INKEY(-2) AND key=TRUE THEN x_co=x
_co+1
 1160move=ADVAL(1)DIV256
 1170IF move<50 AND key=FALSE THEN x_co=x_
co+1
 1180IF FNscrn(x_co,y_co+1)=32 PROCstun
 1190IF FNscrn(x_co,y_co)=133 PROCstun
 1200PRINTTAB(x_co,y_co)CHR$226
 1210ENDPROC
```

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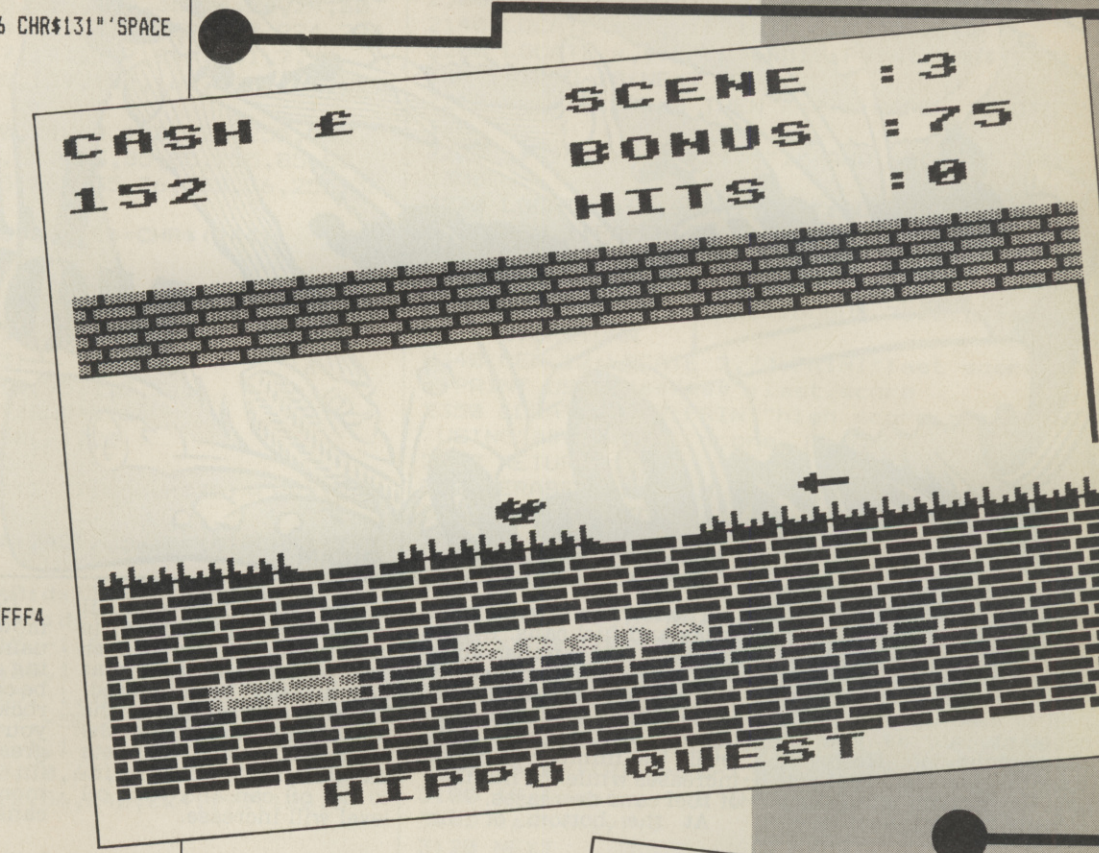
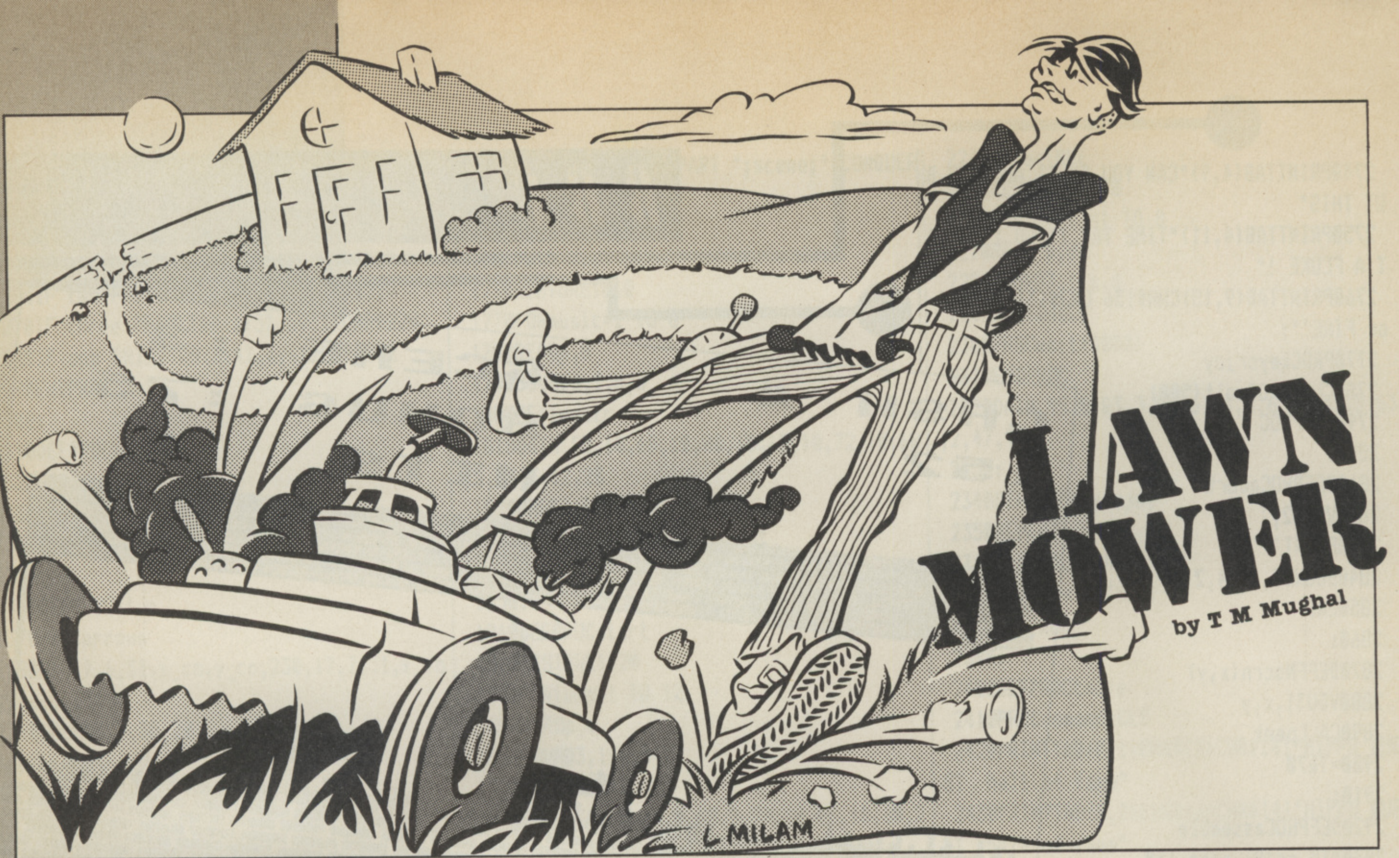
```
1220:
1230DEFPROCarrows
1240COLOUR3
1250IF one PRINTTAB(ax1%,ay1%)CHR$229
1260IF two PRINTTAB(ax2%,ay2%)CHR$229
1270IF three PRINTTAB(ax3%,ay3%)CHR$229
1280IF opp PRINTTAB(ax4%,ay4%)CHR$232
1290ENDPROC
1300:
1310DEFPROCwait(t)
1320FOR d=0 TO t
1330NEXT d
1340ENDPROC
1350:
1360DEFPROCstun
1370PROCarrows
1380VDU17,6,31,x_co,y_co,230,17,7,31,x_co
,y_co-1,231
1390SOUND3,3,50,20
1400hippo=hippo+1
1410COLOUR6:PRINTTAB(17,7);hippo
1420PROCwait(5000)
1430IF hippo=3 THEN PROCover
1440PRINTTAB(x_co,y_co)" "
1450PRINTTAB(x_co,y_co-1)" "
1460PROCdefine
1470ENDPROC
1480:
1490DEFPROCover
1500RESTORE 1560
1510FOR music=1 TO 11
1520READ p,d:SOUND3,1,p,d
1530SOUND3,0,0,1
1540NEXTmusic
1550PROCwait(4000)
1560DATA81,16,81,12,81,4,81,16,93,12,89,4
,89,8,81,8,81,12,77,4,81,24
1570COLOUR5
1580RESTORE1640
1590FOR m=1 TO 9:READ message$
1600COLOURRND(4)
1610PRINTTAB(4+m,14);message$
1620PROCwait(70)
1630NEXTm
1640DATA G,A,M,E," ",O,V,E,R
1650hit=TRUE
1660PROCwait(4000)
1670ENDPROC
1680:
1690DEFPROCnext
1700PROCarrows
1710COLOUR6:VDU31,x_co,y_co,226
1720COLOUR6
1730PRINTTAB(2,30)"PART ";scene;" CONQUER
ED"
1740scene=scene+1
1750cash=cash+bonus
1760RESTORE1810
1770FORmusic=1 TO 8
1780READp,d
1790SOUND3,1,p,d
1800NEXTmusic
1810DATA 52,10,68,10,80,10,68,10,72,10,68
,5,60,5,52,20
1820PROCwait(5000)
1830IF scene=16 PROCcongrat
1840ENDPROC
1850:
1860DEFPROCstart
1870RESTORE1920
1880FORtune=1 TO 12
1890READp,d
1900SOUND3,1,p,d
1910NEXTtune
1920DATA 52,10,60,5,68,5,72,10,68,10,60,2
0,52,20,72,10,68,10,60,10,52,10,52,20
1930PROCwait(5000)
1940ENDPROC
1950:
1960DEFPROCjump
1970COLOUR6
1980PRINTTAB(x_co,y_co)" ";TAB(x_co,y_co-
1)CHR$226:PROCwait(80)
1990PRINTTAB(x_co,y_co-1)" ";TAB(x_co+1,y
_co-2)CHR$226:PROCwait(80)
2000PRINTTAB(x_co+1,y_co-2)" ";TAB(x_co+2
,y_co-2)CHR$226:PROCwait(80)
2010PRINTTAB(x_co+2,y_co-2)" ";TAB(x_co+3
,y_co-1)CHR$226:PROCwait(80)
2020PRINTTAB(x_co+3,y_co-1)" ";TAB(x_co+3
,y_co)CHR$226:PROCwait(80)
2030x_co=x_co+3
2040ENDPROC
2050:
2060DEFPROCtreasure
2070VDU17,135,17,1
2080VDU31,0,9:PRINTSTRING$(20,CHR$233)
2090PRINTTAB(0,10)STRING$(20,CHR$233)
2100PRINTTAB(0,11)STRING$(20,CHR$233)
2110PRINTTAB(0,12)STRING$(16,CHR$233)
2120PRINTTAB(0,13)STRING$(5,CHR$233)
2130VDU31,2,11,32,31,6,11,32,31,10,11,32,
31,14,11,32
2140VDU31,15,11,137,137,17,15,71,17,135,1
7,1,137,137
2150VDU31,15,12:PRINTSTRING$(5,CHR$233)
2160VDU31,15,13:PRINTSTRING$(5,CHR$233)
2170VDU31,15,14:PRINTSTRING$(5,CHR$233)
2180VDU31,19,14,137,31,19,15,137,31,19,16
,137
2190COLOUR128
2200ENDPROC
2210:
2220DEFPROCcongrat
2230cash=cash+500
2240done=TRUE
2250RESTORE 2320
2260FOR music=1 TO 8
2270READ p,d
2280SOUND3,1,p,d
2290NEXTmusic
2300PROCwait(4000)
2310ENDPROC
2320DATA 95,8,83,3,75,6,83,6,63,6,55,5,63
,2,47,9
2330:
2340DEFPROCkeyorjoy
2350REPEAT
2360A=ADVAL(0)AND1
2370UNTILA=1ORINKEY-99
2380ENDPROC
2390:
2400DEFPROCtable
2410PROCammend:CLS
2420PRINTTAB(0,1)CHR$131CHR$141"HIPPO QUE
ST  hall of fame"
2430PRINTTAB(0,2)CHR$131CHR$141"HIPPO QUE
ST  hall of fame"
2440PRINTTAB(1,3)" by William Prew. Idea:
Sarah Prew"'
2450FOR I=0 TO 7
2460VDU32,32,I+49,46:PRINTTAB(4)CHR$134;s
c(I)TAB(9)"...  ";$(name+I*15)'
2470NEXT
2480PRINTCHR$136" Press the SPACEBAR or F
IRE to replay.";
2490PROCkeyorjoy
2500ENDPROC
2510:
2520DEFPROCammend
2530IF cash<=sc(7) ENDPROC
2540FOR I=7 TO 0 STEP-1
2550IF cash>sc(I) sc(I+1)=sc(I):$(name+(I
+1)*15)=$(name+I*15):fix=I
2560NEXT I
2570sc(fix)=cash
2580PRINTTAB(9,6)CHR$134"WELL DONE !"
2590PRINTTAB(6,8)CHR$131"YOU SCORE WAS ";
cash
2600PRINTTAB(5,10)"PLEASE ENTER YOUR NAME
."
2610VDU31,5,12,131,157,132,31,26,12,156,3
1,9,12:*FX15
2620!&900=name+fix*15
2630?&902=14
2640?&903=32
2650?&904=127
2660X%=0:Y%=&9:A%=0
2670CALL osword
2680ENDPROC
2690:
2700DEFPROCword
2710PROCwait(500)
2720PRINTTAB(8,5)CHR$134CHR$136"CONGRATUL
ATIONS !!"
2730PRINTTAB(4,7)"YOU HAVE REACHED THE TR
EASURE .. !"
```

```
 2740PRINTTAB(4,9)"CAN YOU DO IT AGAIN ? B
UT THIS"
 2750PRINTTAB(4,11)"TIME TRY IT SO IT'S NO
T A FLUKE !"
 2760PRINTTAB(9,15)CHR$136 CHR$131"'SPACE
or FIRE'";
 2770PROCkeyorjoy
 2780CLS:PROCwait(500)
 2790ENDPROC
 2800:
 2810DEFPROCabort
 2820VDU22,7
 2830PRINT'''
 2840SOUND3,1,54,2
 2850END
 2860:
 2870DEFFNscrn(x,y)
 2880VDU31,x,y
 2890CALLpeek
 2900=?&70
 2910:
 2920DEFPROCassemble
 2930DIM sc(8),name 150
 2940oswrch=&FFEE:osbyte=&FFF4
 2950osword=&FFF1
 2960FOR pass=0 TO 2 STEP2
 2970P%=&900
 2980¡OPT pass
 2990.disable LDA₧220
 3000LDX₧&00:LDY₧&01
 3010JSR osbyte
 3020RTS
 3030.peek
 3040LDA₧135:JSR osbyte
 3050STX&70
 3060RTS
 3070.wall LDX₧0
 3080LDA₧31:JSR oswrch
 3090LDA₧0:JSR oswrch
 3100LDA₧20:JSR oswrch
 3110LDA₧17:JSR oswrch
 3120LDA₧132:JSR oswrch
 3130LDA₧17:JSR oswrch
 3140LDA₧3:JSR oswrch
 3150LDA₧233
 3160.print INX
 3170LDA₧233,X
 3180JSR oswrch
 3190CPX₧160
 3200BNE print
 3210LDA₧17:JSR oswrch
 3220LDA₧128:JSR oswrch
 3230RTS
 3240.castle
 3250LDX₧0
 3260LDA₧31:JSR oswrch
 3270LDA₧0:JSR oswrch
 3280LDA₧9:JSR oswrch
 3290LDA₧17:JSR oswrch
 3300LDA₧135:JSR oswrch
 3310LDA₧17:JSR oswrch
```



HIPPO QUEST

```
 3320LDA₧1:JSR oswrch
 3330LDA₧233
 3340.long INX
 3350LDA₧233,X
 3360JSR oswrch
 3370CPX₧60:BNE long
 3380LDA₧17:JSR oswrch
 3390LDA₧128:JSR oswrch
 3400LDA₧25:JSR oswrch
 3410LDA₧4:JSR oswrch
 3420LDA₧1279 MOD 256:JSR oswrch
 3430LDA₧1279 DIV 256:JSR oswrch
 3440LDA₧638 MOD 256:JSR oswrch
 3450LDA₧638 DIV 256:JSR oswrch
 3460LDA₧25:JSR oswrch
 3470LDA₧5:JSR oswrch
 3480LDA₧1279 MOD 256:JSR oswrch
 3490LDA₧1279 DIV 256:JSR oswrch
 3500LDA₧430 MOD 256:JSR oswrch
 3510LDA₧430 DIV 256:JSR oswrch
 3520RTS
 3530¿NEXT
 3540RESTORE3590
 3550FOR A=0 TO 7
 3560READ N$:$(name+A*15)=N$:sc(A)=400-50*
A
 3570NEXTA
 3580ENDPROC
 3590DATA KETCHUP,DADDY'S SAUCE,BOFFIN,MY
MICRO,AND ME!,SARAH,HIPPO,HARRY
```



LAWN MOWER

by T M Mughal

In Lawn Mower, you control a very powerful lawn mower. Your aim is to mow the lawn before your oil and fuel runs out. Your fuel is used up at a fairly constant rate as you go about your job. However, your oil gets used up if you go over a patch which has already been mowed.

The lawn is littered with rocks and fuel cans. If you go over a fuel can then your fuel level will increase; if you hit a rock or hit the fence then you will rebound. On higher skill levels the number of rocks increases while the number of fuel cans decreases.

At the bottom of the screen your fuel and oil levels are displayed. Oil is only used up if you go over any part of the lawn that has already been mowed. There is one oil can at the top of the screen, on the fence. If your oil gets dangerously low then go into the oil can and your oil level will increase.

Control of the lawn mower is achieved either by using the keyboard or using a joystick. A screen will be completed when only the rocks remain, whereupon you will automatically progress to the next skill level (in which there will be more rocks and fewer fuel cans).

```
10 GOSUB 1000 'udg's etc
20 GOSUB 2000 'skill level
30 GOSUB 3000 'set up array
40 GOSUB 4000 'set up screen
50 GOSUB 5020 'start sound
60 fuel=fuel-1:GOSUB 5010:IF fuel=0 THEN 51
00 ELSE GOSUB 6000
70 IF NOT INKEY(up) THEN dir=1 ELSE IF NOT
INKEY(down) THEN dir=2
80 IF NOT INKEY(left) THEN dir=3 ELSE IF NO
T INKEY(right) THEN dir=4
90 nx=mx+dx(dir):ny=my+dy(dir)
100 ON lawn(nx,ny)+1 GOTO 200,300,400,500,6
00,700
200 SOUND 132,0,-20,0,3,0,15:LOCATE mx,my:C
ALL &BD19:PRINT" ";:mx=nx:my=ny:LOCATE mx,m
y:PRINT mower$(dir);:lawn(mx,my)=1:score=sc
ore+1:IF score=final THEN 800 ELSE 60
300 SOUND 132,0,-20,0,3,0,1:oil=oil-2:GOSUB
 5000:IF oil=0 THEN 5200
310 LOCATE mx,my:CALL &BD19:PRINT" ";:mx=nx
:my=ny:LOCATE mx,my:PRINT mower$(dir);:GOTO
 60
400 SOUND 130,500,0,0,2:oil=oil-2:GOSUB 500
0:IF oil=0 THEN 5200
410 fuel=fuel-1:GOSUB 5010:IF fuel=0 THEN 5
100
420 IF dir=1 THEN dir=2 ELSE IF dir=2 THEN
dir=1
430 IF dir=3 THEN dir=4 ELSE IF dir=4 THEN
dir=3
440 GOTO 60
500 SOUND 129,90,0,0,1,1:fuel=fuel+50:IF fu
el>450 THEN fuel=450
510 MOVE 620,24:MOVER fuel-450,0:DRAWR -50,
0,7:GOTO 200
600 SOUND 130,500,0,0,4,2:oil=oil-2:GOSUB 5
000:IF oil=0 THEN 5200
610 GOTO 410
700 SOUND 129,80,0,0,2,3:lawn(10,1)=4:lawn(
11,1)=4:LOCATE 10,1:PEN 4:PAPER 5:PRINT CHR
$(246)CHR$(246);:PAPER 13:PEN 0
710 oil=oil+260:IF oil>450 THEN oil=450
720 MOVE 620,8:MOVER oil-450,0:DRAWR -260,0
,10:GOTO 410
800 oil=oil-4:IF oil<0 THEN 820 ELSE score=
score+sk
810 SOUND 129,oil+50:GOSUB 5000:GOSUB 6000:
GOTO 800
820 fuel=fuel-4:IF fuel<0 THEN 8000 ELSE sc
ore=score+sk
830 SOUND 129,fuel+50:GOSUB 5010:GOSUB 6000
:GOTO 820
840 FOR i=1 TO 1000:NEXT:PEN 2:PAPER 5
850 LOCATE 1,1:SOUND 129,0,0,0,1,0,1
860 PRINT STRING$(25,11):LOCATE 3,12:PRINT"
G A M E  O V E R"
870 FOR i=1 TO 3000:NEXT:last.score=score+s
core2:IF last.score>hi.score THEN hi.score=
last.score:GOSUB 8500
880 score2=0
890 GOTO 20
900 SYMBOL AFTER 240
910 MODE 1:PEN 1:PAPER 0:CLS
920 PRINT"LAWN MOWER PROGRAM STOPPED."
930 PRINT:PRINT
```

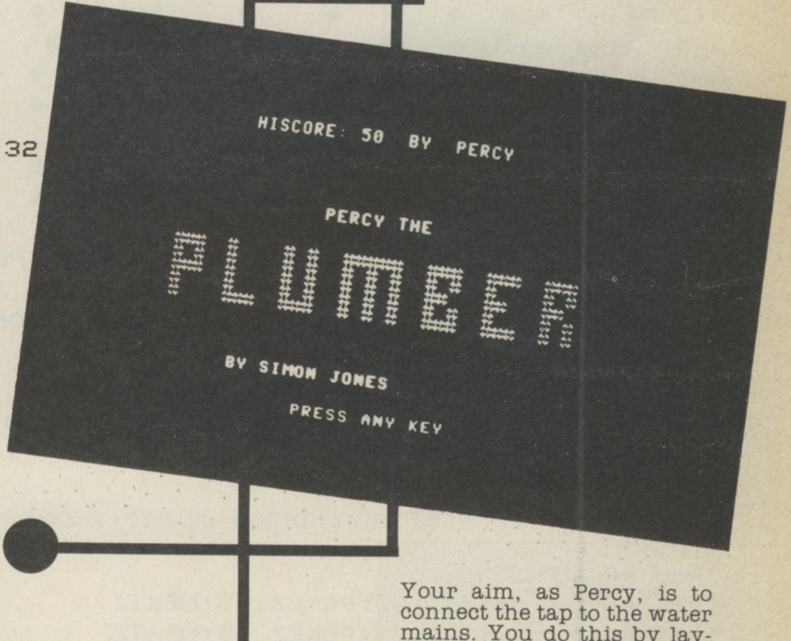
```
940 BORDER 1
999 END
1000 DEFINT a-z:CALL &BC02:RANDOMIZE TIME:S
YMBOL AFTER 32
1010 SYMBOL 240,60,24,24,24,36,255,219,255
1020 SYMBOL 241,255,219,255,36,24,24,24,60
1030 SYMBOL 242,224,224,177,239,177,224,224
1040 SYMBOL 243,7,7,141,247,247,141,7,7
1050 SYMBOL 244,255,129,189,161,185,161,129
,255
1060 SYMBOL 245,0,0,24,60,126,126,255,255
1070 SYMBOL 246,85,85,255,85,85,255,85,85
1080 SYMBOL 247,255,36,255,36,255,36,255,36
1090 REM
1100 rock$=CHR$(245):fuel$=CHR$(244)
1110 hi.score=0
1120 score=0
1130 fuel=0
1140 oil=0
1150 DIM lawn(20,23)
1160 ENT -1,5,5,1,10,-5,1,5,5,1
1170 DEF FNr(x)=INT(RND*x+1)
1180 ENV 1,1,10,1,10,-1,20
1190 REM
1200 mower$(1)=CHR$(241):mower$(2)=CHR$(240
)
1210 mower$(3)=CHR$(242):mower$(4)=CHR$(243
)
1220 dx(1)=0:dx(2)=0:dx(3)=-1:dx(4)=1
1230 dy(1)=-1:dy(2)=1:dy(3)=0:dy(4)=0
1240 ENV 2,1,15,1,15,-1,5
1250 ENV 3,1,8,1,1,-8,1
1260 ENV 4,1,15,1,15,-1,10
1270 ENT -2,1,50,1,2,-50,1,1,50,1
1280 ENV 5,1,8,1,8,-1,1
1290 SYMBOL 248,0,0,30,63,127,191,127,63
1300 SYMBOL 249,2,12,56,240,224,192,128,0
1310 ENT -3,1,-1,1
1320 last.score=0
1330 SPEED INK 30,30
1340 ENV 6,1,15,1,15,-1,40
1350 ENT -4,30,-4,1,1,120,1
1360 ENV 7,1,15,1,7,-1,2,1,0,30,8,-1,10
1370 SYMBOL 48,&FE,&82,&82,&E2,&E2,&E2,&FE,
&0
1380 SYMBOL 49,&38,8,8,&38,&38,&38,&38,0
1390 SYMBOL 50,&FE,2,2,&FE,&E0,&E0,&FE,0
1400 SYMBOL 51,&FE,2,2,&7E,&E,&E,&FE,0
1410 SYMBOL 52,&80,&80,&C4,&C4,&FE,&1C,&1C,
0
1420 SYMBOL 53,&FE,&C0,&C0,&FE,&E,&E,&FE,0
1430 SYMBOL 54,&FE,&80,&80,&FE,&E2,&E2,&FE,
0
1440 SYMBOL 55,&FE,2,4,&18,&38,&38,&38,0
1450 SYMBOL 56,&7C,&44,&44,&FE,&E2,&E2,&FE,
0
1460 SYMBOL 57,&FE,&82,&82,&FE,&E,&E,&FE,0
1470 ON BREAK GOSUB 900
1999 RETURN
2000 z!=FRE(""):MODE 0:EI:spd=4
2010 PEN 2:PAPER 3:CLS:BORDER 8
2020 PRINT TAB(6)"LAWN MOWER":PEN 11
2030 PRINT TAB(6)STRING$(10,208)
2040 PRINT:PRINT:PEN 12
2050 PRINT TAB(2)"Enter skill level"
2060 PRINT:PRINT:PEN 4
2070 PRINT TAB(4)" < 1 > - easy":PRINT TAB(
4)" < 9 > - hard"
2080 PRINT
2090 PEN 10:LOCATE 2,15:PRINT CHR$(164)" T
Mughal  7.3.85":GOSUB 2340
2100 x=1:y=12:PEN 5:AFTER 5 GOSUB 9000
2110 LOCATE x,y:CALL &BD19:PRINT CHR$(243):
FOR i=1 TO 10:NEXT
2120 x=x+1:IF x=21 THEN x=x-1:PAPER 12:GOTO
 2200
2130 z$=INKEY$:IF z$>="1" AND z$<="9" THEN
2300
2140 LOCATE x-1,y:PRINT" ":GOTO 2110
2200 LOCATE x,y:CALL &BD19:PRINT CHR$(242):
FOR i=1 TO 10:NEXT
2210 x=x-1:IF x=0 THEN x=x+1:PAPER 1:GOTO 2
110
2220 z$=INKEY$:IF z$>="1" AND z$<="9" THEN
2300
2230 LOCATE x+1,y:PRINT" ":GOTO 2200
2300 PEN 1:PAPER 0
2310 sk=VAL(z$)
2320 no.rock=sk*3
2330 no.fuel=28-no.rock:GOSUB 7500:DI:zz=RE
MAIN(0):RETURN
2340 PEN 12:LOCATE 2,20:PRINT"last score :"
;:PRINT USING"######";last.score
2350 LOCATE 2,22:PRINT"high score :";:PRINT
 USING"######";hi.score
2999 RETURN
3000 ERASE lawn:DIM lawn(20,23)
3010 FOR x=1 TO 20:lawn(x,1)=4:lawn(x,23)=4
:NEXT
3020 FOR y=2 TO 22:lawn(1,y)=4:lawn(20,y)=4
:NEXT
3030 FOR i=1 TO no.rock
3040 x=FNr(18)+1:y=FNr(21)+1
3050 IF lawn(x,y)>0 THEN 3040
3060 lawn(x,y)=2
3070 NEXT
3080 FOR i=1 TO no.fuel
3090 x=FNr(18):y=FNr(21)+1
3100 IF lawn(x,y)>0 THEN 3090
3110 lawn(x,y)=3
3120 NEXT
3130 mx=FNr(18)+1:my=FNr(21)+1
3140 IF lawn(mx,my)>0 THEN 3130
3150 final=350+no.fuel
3160 lawn(mx,my)=1
3170 lawn(10,1)=5:lawn(11,1)=5
3999 RETURN
4000 MODE 0
4010 BORDER 10:PAPER 5:CLS
4020 PEN 4
4030 PRINT STRING$(20,246);
4040 LOCATE 1,23:PRINT STRING$(20,246);
4050 FOR y=2 TO 22:LOCATE 1,y:PRINT CHR$(24
7);
4060 LOCATE 20,y:PRINT CHR$(247);
4070 NEXT
4080 WINDOW #1,2,19,2,22
4090 PAPER #1,12
4100 CLS #1
4110 FOR y=2 TO 22:FOR x=2 TO 19
4120 IF lawn(x,y)=2 THEN LOCATE x,y:PEN 0:P
APER 13:PRINT rock$
4130 IF lawn(x,y)=3 THEN LOCATE x,y:PEN 15:
PAPER 3:PRINT fuel$
4140 NEXT x,y
4150 score=1
4160 dir=FNr(4)
4170 PEN 0:PAPER 12
4180 LOCATE mx,my:PRINT mower$(dir)
4190 PEN 2:PAPER 5
```

```
4200 LOCATE 1,24:PRINT"FUEL"
4210 LOCATE 1,25:PRINT"OIL":LOCATE 1,1
4220 fuel=450:oil=450
4230 MOVE 620,8:DRAWR -oil,0,10
4240 MOVE 620,24:DRAWR -fuel,0,7
4250 LOCATE 10,1:PRINT CHR$(22)CHR$(1);
4260 PEN 10:PRINT CHR$(248)CHR$(249)CHR$(22
)CHR$(0);:PAPER 4:PEN 3
4270 LOCATE 2,23:PRINT USING "######";score
+score2;:LOCATE 14,23:PRINT USING "######";
hi.score;
4999 RETURN
5000 MOVE 620,8:DRAWR oil-450,0,5:RETURN
5010 MOVE 620,24:DRAWR fuel-450,0,5:RETURN
5020 FOR p=15 TO 1 STEP -1
5030 SOUND 129,0,0,0,5,0,p
5040 FOR i=1 TO 100:NEXT i,p
5050 PEN 0:PAPER 13:RETURN
5100 GOTO 5200
5200 FOR p=15 TO 0 STEP -1
5210 SOUND 129,0,10,p/2,0,0,p:FOR i=1 TO 20
0:NEXT
5220 NEXT p
5230 GOTO 840
6000 LOCATE 2,23:PAPER 4:PEN 6:PRINT USING"
######";score+score2;:PEN 0:PAPER 13:LOCATE
 mx,my:RETURN
7000 MODE 2:PEN 1:PAPER 0
7010 WHILE INKEY$<>"":WEND
7020 END
7500 PEN 2:PAPER 5:LOCATE 1,1:SOUND 129,0,0
,0,1,0,1
7510 PRINT STRING$(25,11)
7520 LOCATE 6,2:PRINT"LAWN MOWER"
7530 REM
7540 REM
7550 REM
7560 REM
7570 REM
7580 REM
7590 LOCATE 8,7
7600 PRINT"press":PRINT:PEN 15
7610 PRINT TAB(6)"SPACE-BAR":PEN 2:PRINT
7620 PRINT TAB(10)"or":PRINT:PEN 15
7630 PRINT TAB(5)"FIRE-BUTTON":PEN 2
7640 WHILE INKEY$<>"":WEND 'flush keyboard
buffer
7650 IF NOT INKEY(76) THEN PRINT CHR$(7):up
=72:down=73:left=74:right=75:CLS:RETURN
7660 IF INKEY(47) THEN 7650
7670 PRINT CHR$(7):PRINT"  up....A  down..Z
":PRINT
7680 PRINT"  left..<  right.>"
7690 up=69:down=71:left=39:right=31
7700 PRINT:PEN 14:PRINT"    press any key"
7710 WHILE INKEY$<>"":WEND
7720 WHILE INKEY$="":WEND:CLS:RETURN
8000 FOR i=1 TO 1000:NEXT:PEN 15:PAPER 5
8010 score2=score+score2:LOCATE 1,1:SOUND 1
29,0,0,0,1,0,1
8020 PRINT STRING$(25,11)
8030 LOCATE 6,12:PRINT"GET  READY"
8040 FOR i=1 TO 1000:NEXT
8050 sk=sk+1:IF sk=10 THEN sk=9
8060 no.rock=sk*3:no.fuel=28-no.rock
8070 GOTO 30
8500 CLS
8510 LOCATE 6,2:PEN 3:PAPER 1
8520 PRINT"LAWN MOWER"
8530 SOUND 130,200,0,0,6,4
8540 PEN 15:PAPER 6
8550 LOCATE 4,12
8560 PRINT"new high score"
8570 LOCATE 8,14:PRINT USING"######";hi.sco
re
8580 FOR i=1 TO 7000:NEXT
8590 LOCATE 1,1:SOUND 129,0,0,0,1,0,1
8600 PRINT STRING$(25,11)
8610 RETURN
9000 READ p,d:IF p=999 THEN 9020
9010 SOUND 130,p,0,0,7:AFTER d*spd GOSUB 90
00:RETURN
9020 IF RND>0.5 THEN RESTORE 9500 ELSE REST
ORE 9600
9030 GOTO 9000
9500 DATA 319,6,284,2,319,4,358,4,379,4,358
,4,319,8,426,4,379,4,358,8,379,4,358,4,319,
8,319,6,284,2,319,4,358,4,379,4,358,4,319,8
,426,8,319,8,379,4,478,28
9510 DATA 358,4,358,4,358,4,319,4,284,8,319
,8,358,4,284,4,319,4,319,4,358,16,358,4,358
,4,358,4,319,4,284,8,319,8,358,4,284,4,319,
4,319,4,358,16,319,4,319,4,319,4,319,4,426,
8,426,8,319,4,358,4,379,4,426,4,478,16
9520 DATA 358,4,358,4,358,4,319,4,284,8,319
,8,358,4,284,4,319,4,319,4,358,32
9530 DATA 239,4,478,4,358,8,239,2,253,2,284
,2,319,2,358,2,319,2,284,2,253,2,239,4,478,
4,358,8,239,2,239,2,239,2,239,2,253,4,253,4
9540 DATA 284,2,284,2,284,2,284,2,319,8,239
,2,253,2,284,2,319,2,358,2,319,2,284,2,253,
2,239,4,478,4,358,24
9550 DATA 478,2,358,2,358,2,358,2,358,2,358
,4,478,2,478,2,284,2,284,2,284,2,284,2,284,
4,358,4,239,4,284,4,239,4,284,4,239,4,478,4
,358,24
9560 DATA 358,4,478,4,358,8,358,2,358,2,478
,4,358,6,358,2,253,4,253,2,253,2,284,2,284,
4,284,2,319,4,478,4,358,24
9570 DATA 478,4,478,4,358,4,358,4,358,4,358
,4,358,4,358,4,358,2,358,2,319,4,284,4,253,
4,319,4,284,12,358,4,284,4,284,4,284,4,358,
4,319,4,319,4,319,4,379,4
9580 DATA 358,4,379,4,426,4,478,4,253,8,284
,4,319,4,358,6,319,2,358,4,426,4,426,4,478,
4,478,8,239,8,284,4,239,4,213,16,239,6,284,
2,358,4,319,4,284,4,358,4,426,4,253,4,284,6
,358,2,319,6,379,2,358,24
9590 DATA 358,6,379,2,426,4,358,4,319,6,358
,2,379,4,478,4,426,8,379,6,379,2,358,16,358
,6,379,2,426,4,358,4,319,6,358,2,379,4,478,
4,426,8,379,6,379,2,358,32
9592 DATA 478,4,478,4,319,4,319,4,284,4,284
,4,319,8,358,4,358,4,379,4,379,4,426,4,426,
4,478,8,319,4,319,4,358,4,358,4,379,4,379,4
,379,4,426,4,319,4,319,4,358,4,358,4,379,4,
379,4,379,4,426,4,478,4,478,4,319,4,319,4,2
84,4,284,4,319,8,358,4,358,4
9594 DATA 379,4,379,4,426,4,426,4,478,24
9600 DATA 379,2,379,2,379,3,379,1,379,8,379
,3,379,1,358,2,379,2,379,2,426,2,426,4,426,
2,426,2,426,2,426,2,426,8,319,3,319,1,319,2
,358,2,379,2,478,2,478,2,379,2,379,2,379,3,
379,1,379,8,379,3,379,1,358,2,379,2,379,2,4
26,2,426,4
9610 DATA 426,2,426,2,426,2,426,2,426,8,319
,2,319,2,319,2,358,2,379,2,478,2,478,4,379,
2,379,2,379,3,379,1,379,24
9999 DATA 999,999
```

PERCY the PLUMBER

Simon Jones

```
1 REM*****************
2 REM***   PERCY    ***
3 REM**              **
4 REM** SIMON JONES **
5 REM*****************
6 :
7 HS$="PERCY":HS=50
10 GOSUB2000:REM***REDEFINER**
20 GOSUB1800:REM*TITLE SCREEN*
30 GOSUB1700:REM*PRINT SCREEN*
50 REM************
51 REM**THE GAME**
52 REM************
53 :
55 SC=0:LI=2
60 X=36:Y=21:P=68:D=4
70 PRINT"▣ ◣SCORE :◘"SC" ◣ PERCYS :◘"LI"◣  SCREEN :◘"S"▨"
80 POKE1024+X+40*Y,P
90 POKE55296+X+40*Y,3
95 GOSUB300
100 R=INT(RND(1)*838)
110 IF PEEK(1184+R)<>32 THEN 100
120 POKE1184+R,65
125 POKE1266,32:POKE1267,32:POKE1226,32
130 J=NOT PEEK(56320)AND15
140 GETA$:IF A$="▀" THEN GOSUB500
150 IF A$="■" THEN GOSUB 550
160 SC=SC+1
170 IF (JAND1) THEN D=1:GOTO200
175 IF (JAND2) THEN D=2:GOTO200
180 IF (JAND4) THEN D=4:GOTO200
185 IF (JAND8) THEN D=8
200 IF D=1 THEN Y=Y-1:P=69:GOTO250
210 IF D=2 THEN Y=Y+1:P=69:GOTO250
220 IF D=4 THEN X=X-1:P=68:GOTO250
230 IF D=8 THEN X=X+1:P=68
250 A=PEEK(1024+X+40*Y)
260 IFA=67 THEN 600
270 IFA<>32 THEN 700
280 GOTO70
300 REM**SOUND**
310 POKE54296,15:POKE54276,32
320 POKE54273,55:POKE54272,55
330 POKE54296,0:RETURN
500 REM**PAUSE**
510 PRINT"▣▘         PRESS ANY KEY TO UNPAUSE.           "
520 GETA$:IFA$="" THEN 520
530 PRINT"▣                                        "
540 RETURN
550 REM**RESTART**
560 PRINT"▣▘     DO YOU WANT TO RESTART THE GAME?        "
570 GETA$:IFA$="Y" THEN20
```



HISCORE: 50 BY PERCY

PERCY THE

PLUMBER

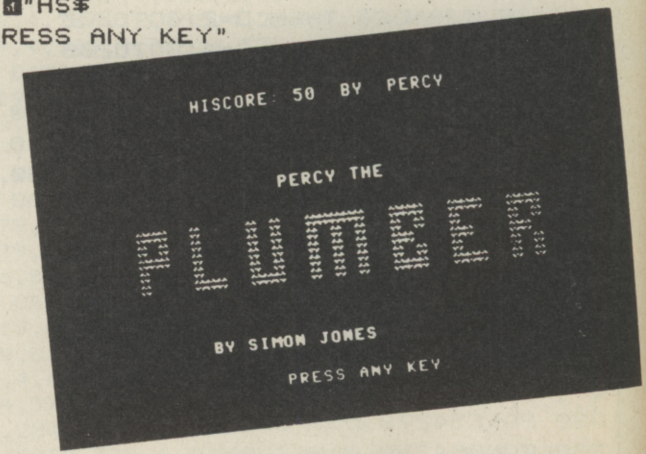
BY SIMON JONES

PRESS ANY KEY

Your aim, as Percy, is to connect the tap to the water mains. You do this by laying pipes as you move around the screen. You must avoid randomly placed blocks, as hitting one will result in losing one of your three Percys.

To play Percy the Plumber you need a joystick in port two.

```
580 IFA$="N" THEN PRINT"▣                                       ":RETURN
590 GOTO570
600 REM**CLEAR SCREEN**
610 FORT=1TO500:NEXTT
620 POKE55538,3:POKE55539,3
630 POKE1266,70:POKE1267,70
640 FORT=1TO500:NEXTT
650 POKE1266,71:POKE1267,71
660 FORT=1TO750:NEXTT
670 SC=SC+20
675 S=S+1
680 GOSUB1700
690 GOTO60
700 REM**DIE**
710 LI=LI-1
720 PRINT"▣▣     BAD LUCK,YOUR PERCY JUST DIED.     "
730 FORT=1TO1000:NEXTT
735 IFLI=-1 THEN 750
740 GOSUB1700:GOTO60
750 REM**END OF GAME**
760 IFSC>=HS THEN 850
770 PRINT"▣▣▣▣▣▣▣▣▣▣▣▣▣"
780 FORX=1TO100
790 PRINTTAB(16)"□▣GAME OVER"
800 PRINTTAB(16)"□           "
810 NEXTX
820 GOTO20
850 REM**HISCORE**
855 PRINT"▣▣▣YOU'VE GOT THE NEW":PRINT:PRINT:PRINT:HS=SC
860 PRINT"♠ ♠  ♠      ♠♠♠  ♠♠♠  ♠♠♠  ♠♠♠  ♠♠♠"
870 PRINT"♠ ♠  ♠      ♠    ♠    ♠ ♠  ♠ ♠  ♠"
880 PRINT"♠♠♠  ♠  ♠♠  ♠♠♠  ♠    ♠ ♠  ♠♠   ♠♠"
890 PRINT"♠ ♠  ♠        ♠  ♠    ♠ ♠  ♠ ♠  ♠"
900 PRINT"♠ ♠  ♠      ♠♠♠  ♠♠♠  ♠♠♠  ♠ ♠  ♠♠♠"
910 PRINT:PRINT:PRINT
920 PRINT"       ◣PLEASE ENTER YOUR NAME"
930 PRINT:PRINT"        ◣HISCORE :■"HS"◣  BY ■";
940 INPUT A$
950 HS$=LEFT$(A$,8):IF HS$="" THEN HS$="PERCY"
955 FORT=1TO500:NEXTT
960 PRINT:PRINT:PRINT"◣           WELL DONE ■"HS$
970 PRINT:PRINT:PRINT:PRINT"▦              PRESS ANY KEY"
980 IFPEEK(197)=64 THEN 980
990 GOTO20
1700 REM**********
1701 REM**SCREEN**
1702 REM**********
1703 :
1705 PRINT"▣"
1710 FORZ=1104TO1183:POKEZ,65:NEXTZ
1715 FORZ=1944TO2023:POKEZ,65:NEXTZ
1720 FORZ=1184TO1904 STEP40:POKEZ,65:NEXTZ
1725 FORZ=1185TO1905 STEP40:POKEZ,65:NEXTZ
1730 FORZ=1182TO1942 STEP40:POKEZ,65:NEXTZ
1735 FORZ=1183TO1943 STEP40:POKEZ,65:NEXTZ
1740 IF S>=2 THEN FORZ=1284TO1844 STEP40:POKEZ,65:NEXTZ:POKE1524,32:POKE1564,32
1745 IF S>=3 THEN FORZ=1479TO1489:POKEZ,65:NEXT
1750 IF S>=3 THEN FORZ=1599TO1609:POKEZ,65:NEXT
1755 IF S>=4 THEN FORZ=1394TO1674 STEP40:POKEZ,65:NEXT
1760 IF S>=4 THEN FORZ=1414TO1694 STEP40:POKEZ,65:NEXT
1765 IF S>=6 THEN POKE1202,65:POKE1206,65:POKE1922,65:POKE1926,65
1770 IF S>=6 THEN POKE1244,65:POKE1884,65
1775 IF S>=7 THEN FORZ=1394TO1397:POKEZ,65:NEXT:FORZ=1674TO1677:POKEZ,65:NEXT
1780 IF S>=7 THEN FORZ=1411TO1414:POKEZ,65:NEXT:FORZ=1691TO1694:POKEZ,65:NEXT
1785 FORZ=1TO3*S:R=INT(RND(1)*838):POKE1184+R,65:NEXT
```


HISCORE: 50 BY PERCY

PERCY THE

PLUMBER

BY SIMON JONES

PRESS ANY KEY

```
1790 POKE1306,65:POKE1307,65:POKE1308,65:POKE1268,65:POKE1227,67:POKE55499,3
1795 POKE1941,65:POKE1861,65:POKE1901,68:POKE56173,3:RETURN
1800 REM***************
1801 REM**TITLE SCREEN*
1802 REM***************
1803 :
1805 PRINT"■":PRINT"                  ■HISCORE:"HS" BY  "HS$:PRINT"■■■■"
1806 PRINTTAB(15)"PERCY THE":PRINT:PRINT
1810 PRINT"  ♠♠♠ ♠   ♠ ♠ ♠♠♠♠♠ ♠♠♠ ♠♠♠ ♠♠♠"
1815 PRINT"  ♠ ♠ ♠   ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠   ♠ ♠"
1820 PRINT"  ♠♠♠ ♠   ♠ ♠ ♠ ♠ ♠ ♠♠  ♠♠  ♠♠"
1825 PRINT"  ♠   ♠   ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠   ♠ ♠"
1830 PRINT"  ♠   ♠♠♠ ♠♠♠ ♠ ♠ ♠ ♠♠♠ ♠♠♠ ♠ ♠"
1840 PRINT:PRINT:PRINT:PRINT
1845 PRINTSPC(8)"■BY SIMON JONES"
1850 PRINT:PRINT:PRINTSPC(14)"■PRESS ANY KEY"
1855 IFPEEK(197)=64 THEN 1855
1860 PRINT"■■■■■"
1865 PRINTSPC(16)"■ PERCY  "
1870 PRINTSPC(16)"■ |||||  "
1875 PRINT:PRINT:PRINT
1880 PRINT"■      GUIDE PERCY AROUND THE SCREEN"
1885 PRINT"     TO CONNECT THE TAP TO THE MAINS."
1890 PRINT"     IF YOU CRASH YOU WILL LOSE ONE"
1895 PRINT"     OF YOUR THREE PERCYS."
1900 PRINT:PRINT:PRINT"               F1:PAUSE":PRINT
1905 PRINT"                F7:RESTART"
1910 PRINT:PRINT:PRINT
1920 FORT=1TO30:NEXTT
1930 PRINTSPC(14)"■PRESS ANY KEY■"
1940 IFPEEK(197)=64 THEN 1940
1950 S=1:RETURN
2000 REM*************
2001 REM**REDEFINER**
2002 REM*************
2003 :
2010 POKE53280,0:POKE53281,0
2020 PRINT"■■■■■■■■■■■":PRINTSPC(15)"PLEASE WAIT":RD=512:PRINT:PRINT
2030 POKE56334,PEEK(56334)AND254
2035 POKE1,PEEK(1)AND251
2040 FORR=0TO64*8:PRINT"□"SPC(19)RD:RD=RD-1:IFRD<100THENPOKE1526,32
2042 IFRD<10 THEN POKE1525,32
2045 POKE14336+R,PEEK(53248+R):NEXT
2050 POKE1,PEEK(1)OR4
2055 POKE56334,PEEK(56334)OR1
2060 READA%:T=T+1:IFA%<>-1 THEN POKE14336+R+T,A%:GOTO2060
2065 POKE53272,31:RETURN
2069 REM***DATA***
2070 DATA0,0,0,0,0,0
2075 DATA36,102,219,36,36,219,102,36
2080 DATA255,0,0,255,0,0,0,0
2085 DATA1,125,85,17,255,255,193,193
2090 DATA0,129,255,0,0,255,129,0
2095 DATA102,36,36,36,36,36,36,102
3000 DATA0,0,0,34,119,255,255,255
3005 DATA34,119,255,255,255,255,255,255
3010 DATA-1
READY.
```

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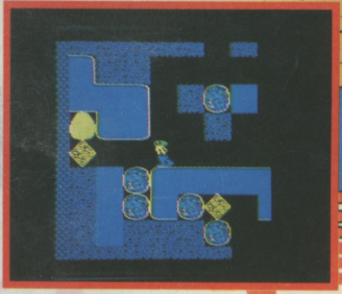
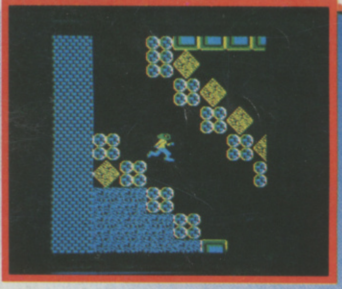
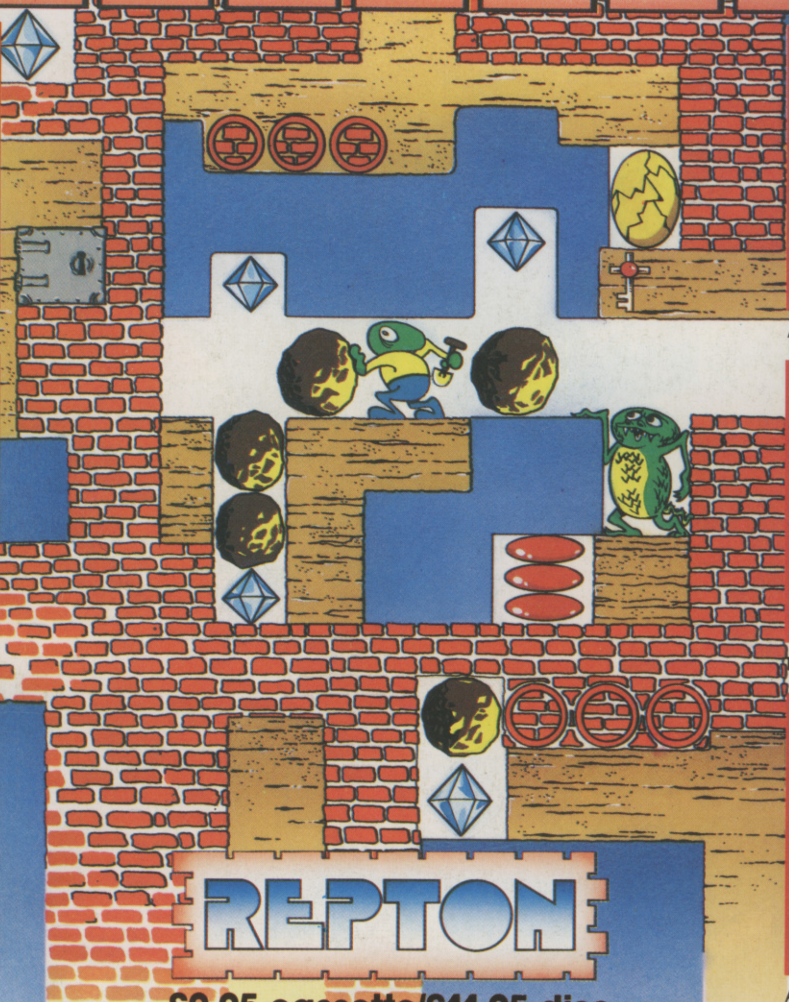
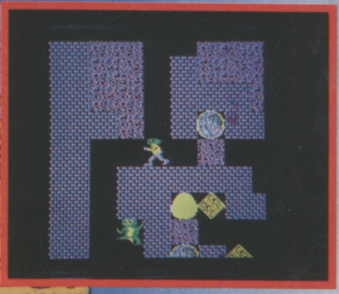


AN EGG ABOUT TO HATCH

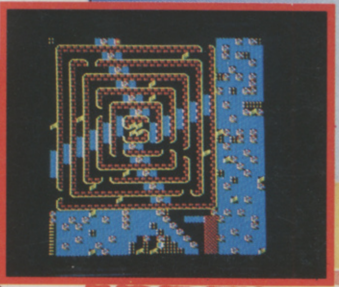


SCREEN L

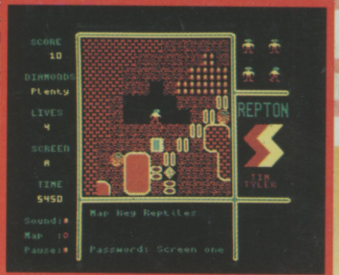




A LURKING REPTILE



THE MAP (SCREEN H)


SCORE
10
DIAMONDS
Plenty
LIVES
4
SCREEN
A
TIME
5450
Sound:
Map :
Pause:
REPTON
TIM TYLER
Map Key Reptiles
Password: Screen one

ACORN ELECTRON VERSION

£9.95 cassette/£11.95 disc

ACORN ELECTRON

BBC MICRO

Your mission is to retrieve all the diamonds from a series of underground caves; some of the diamonds are easy to collect but many are located in cleverly-constructed traps of falling rocks and boulders. Other diamonds lie nearby giant eggs which hatch into ferocious reptiles. You are aided by maps to guide your way through the 12 increasingly difficult levels. Each level features 4-way screen-scrolling over an area of 16 times the size of the screen — an enormous challenge by any standards! A fascinating strategic game with an ingenious "password" feature which enables you to skip screens which you have already completed once. Our best game yet!

Competition When all 12 levels of Repton have been completed in succession, a congratulatory message is displayed on the screen. The first person to send us a photograph of this screen will win **£100**. Closing Date: 30th September, 1985.

WE PAY UP TO 20% ROYALTIES FOR HIGH QUALITY BBC MICRO AND ELECTRON PROGRAMS.

SUPERIOR SOFTWARE LTD.

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Access

OUR GUARANTEE

(1) All our software is despatched within 48 hours by first-class post.
(2) In the unlikely event that any of our software fails to load, return your cassette to us and we will immediately send a replacement.